

“Camp Disaster” Game

You have stumbled upon five medical emergencies at a Scout camp. Your patrol must provide the proper first aid as quickly as you can. The river is rising and you must get out of there within **15 minutes**.

Instructions:

1. Assign one patrol member to be your victim.
 - The victim may not speak or assist once the game begins.
 - Victim... when instructed to do so by game staff, go to your tent where your patrol can provide first aid in private... especially from competing teams!
 - Don't touch or remove anything until the judging is complete and you are dismissed by game staff.
2. Everyone else will work in buddy pairs, so buddy up.
3. Wait behind the line until the game starts.
4. A First Aid kit is in the tent. Use only the materials provided.
5. You may refer to your Scout Handbook or consult with each other, but:
 - Both buddies must be behind the starting line to do so.
 - You may NOT take your Scout Handbook or other materials across the starting line.
6. BOTH skill and speed count in your score!
7. Please don't damage the tents.

(Note: If you have difficulty kneeling, you may stand outside the tent and quietly provide guidance while your buddy administers First Aid inside the tent.)

(continued on reverse)

PLAYING THE GAME

8. **START** only when your game staff gives **ONE whistle blast**.
9. The first buddy pair picks up the number 1 scenario card while heading for the tent.
 - Scenarios must be done in sequence. (1-5)
 - NO substitutions.
10. Administer first aid to your 'victim' as appropriate.
11. If you administer medications, ointments, creams, etc., stick an appropriate 'medicine sticker' next to your scenario number on the 'Medication Report'.
12. After administering first aid, place the scenario card in the 'completed' container and return to your patrol.
13. Once both buddies are across the starting line, the next buddy pair can go.
14. Each patrol member must go at least once.
15. When you have completed all 5 scenarios,
 - Your victim must stay in the tent
 - get the rest of your patrol members behind the start line
 - give your Patrol yell to end your time.
16. Otherwise, **STOP** when you hear **2 whistle blasts** from the game staff.
17. A game staff judge will examine your victim and score your first aid skills according to specific criteria.
18. After scoring is done, please
 - remove all first aid materials
 - return them to the first aid kit in the tent.
 - take nothing except what you brought with you.

Staff information only

First Aid Kit contents

- four 40 inch triangle bandages
- four 4 inch roller bandages
- three 3x3" gauze pads
- two ice packs (bags stuffed and sealed, label "ice pack")
- two 18" sticks to use as splints
- four safety pins
- sheet of printed stickers for: antibiotic ointment, antiseptic spray, after-sun cream, petroleum jelly, Ibuprofen, Aspirin, Benedryl, Calomine lotion, insect repellent, baking soda, alcohol wipe, soap, butter.
- Log sheet for the stickers. Numbered 1 through 5.

Note that you can make the bandages from any cheap, non-stretching cloth. Nothing needs to be sterile for the game. Make enough roller bandages to re-supply each kit at the beginning of each game. Everything else can be recycled as is.

<p style="text-align: center;"><u>Scenarios</u></p> <p>Print and laminate these 5 scenarios on cards with the number on the back. Place them on 5 hooks on a rack of some sort somewhere between the starting line and tent. The numbers should be visible, but no should able to read the scenario until they pick up the card. (one set and one tent per team)</p>	<p>3. Victim was chasing friends around the camp and has sprained his/her right ankle. Unable to stand or walk.</p>
<p>1. Victim has been playing with knives. Deep gash on right fore-arm. Profuse bleeding.</p>	<p>4. There is a foreign object in the left eye, but it can't be removed.</p>
<p>2. Victim has been playing with the camp fire. Second degree burn to most of the right hand.</p>	<p>5. Victim was climbing a rocky slope without the required safety harness or supervision. Left arm is now broken between the wrist and elbow, but is not displaced.</p>

Medication Form

	Place your medication stickers below, next to the proper scenario number as shown on your scenario card.
1	
2	
3	
4	
5	