

How to Succeed at Ice Rescue:

When you arrive at the station, the patrol leader needs to locate the Mayor to announce the arrival of their patrol/sledge

The mayor needs the following information from the patrol leader: The route card, name of the patrol, number of scouts in their patrol, the patrol number and district they are from.

The mayor is looking for the patrol leader to do the following: Announce their patrol has arrived, they are all safe, warm and accounted for and because they are, they **must ask** for their safe arrival coins. If they fail to ask for the coins at this introduction and before they are assigned to go out to the test area, then no points/coins are awarded.

The mayor is looking for scout spirit and wants to physically view the scouts to inspect their warmth, clothing and general well being so he is expecting the patrol leader to ask if the mayor would like to see their patrol flag (a sign they are a team) and a cheer to see they are all active. The mayor expects the flag to be brought to him to view and the cheer to be joyful but something that all patrol members have a participatory role in.

The mayor will tell the patrol leader that he will provide the coin at the end of the judging mainly so that he gets the paperwork accounted for and that coins don't get lost in the course of the field competition.

The mayor will then assign a judge for your sledge competition.

The mayor or his assistant will direct the patrol and sledge to queue in a location and the judge will give the patrol leader the scenario they will encounter and the victim will be discovered from the scenario. (The victim changes every year but all patrols will have the same victim scenario for fairness) The reason for this is simple, any patrol member theoretically could be a victim and if your patrol is truly prepared, any member can be the leader or perform the tasks of any other member.

The patrol is not allowed to restructure their sledge when they arrive in the ICE Rescue area. As in a real scenario, they would have been packed and traveling along when they find the victim so whatever location the gear is on the sledge is, is what you will be starting with when the judge gives you the go command.

The judging is broken up into 3 parts: Teamwork, The Ice Rescue, and First Aid (Hypothermia)

Teamwork:

The judge is looking for someone to command the action. It need not be the patrol leader as he could be the victim and it could be a scout pre-designated by the patrol to lead this event. If no one commands, but the job gets done anyway, there is still lack of leadership. (Arguing, complaining & confusion show lack of leadership and scout spirit).

To succeed at team work the leader needs to direct the action. He may not need to rescue the victim (throw rope, etc.) nor does he need to perform the first aid but he must direct the action.

ICE Rescue:

The shoreline is a rope line. One side represents the shore the other line represents the unsafe ice. (**Important:** When the judge gives the command to begin the rescue, anyone that steps over the line shall be considered another victim and can be disqualified from further participation (It is assumed he fell in too and cannot help with the rescue). This is tough if you are a 4-person team because you now have 2 victims and only 2 people to do the rescue and you can only have one person going for help, which would diminish your score. The only time you can proceed on the ice is if you have no rope and perform a human chain (not recommended and it takes lots of time up).

The victim is instructed to move to an area 20-30 feet away from the shoreline.
Recommendation: The victim should lie on the snow in the prone position head facing the shore (just as if you really fell in and your arms/head are on the edge of the ice). In this position the victim has the best means of reaching for a rope and if he puts the rope on properly (over his shoulders and under his 2 arm pits) he can be dragged out with the least effort. A mistake by patrols/victim is to sit on the ice. From the sitting position, you have limited reach and dragging a sitting person takes a lot of time and work and is more likely to injure the victim in the simulation.

The victim should be wailing and screaming for help.

The event leader should be directing the shore side patrol members to prepare for first aid and rescuing the victim.

Hint: Only the rope thrower need be throwing the rope while the others get provisions out of the sledge for first aid treatment.

Rope Recommendation: (this is where most patrols fail). The rope should be readily available with a simple rescue bowline or some non-slip knot pre-tied. The rope should be something like 3/8" diameter and heavy enough to be able to throw 30 feet. The rope should be properly spooled such that a toss unfurls the rope evenly. A big mistake is to use a rope that has been spooled by wrapping it between your elbow and hand. This type of spooling puts a $\frac{1}{4}$ twist every time you go under your elbow and causes the spool to twist up preventing the rope from unraveling properly. It is best to spool the rope in your hand alone so there are no internal twists. If you use an old rope that has twists in it, make sure you remove the internal twists before you 1 hand spool it.

The rope thrown to the victim needs a non-cinching knot (bowline) in it so the victim can put his arms and shoulders through. A bowline knot or other non-cinching knot will do.

Hint: As a scout is prepared, this knot may already be in the rope when you come to Ice rescue.

Hint: Make sure the bowline is a big one capable of going around your largest patrol member (in a full winter gear). Too small is no good, and there is none too big).

Hint: You are not limited to throwing 1 rope.

Throwing the rope:

Important: Make sure the shore end is anchored. Patrols have been known to throw out the whole rope as no one held the one end. Split the rope into two bundles with the bowline in the hand you will throw first and when you throw the bowline end first, a split second later throw the 2nd bundle. This action allows the bowline end to travel the furthest.

Hint: Aim to throw the rope over the victim. If thrown over, you can reel it back in until the victim can get to the bowline. If underthrown, the victim may not be able to reach it and you will have to start all over by spooling the rope for another throw.

The patrol may be yelling encouragement to the victim all the while telling them to stay calm and instructing the victim on how to put the rope on.

Unless the rope is on properly (under both arms and into the arm pits) you can injure the victim. If you begin pulling in an unsafe manner, points can be taken off. The judge will usually warn you to stop and make sure the rope is on properly.

The victim cannot tie any knots in the rope (his hands are cold and can't be used). He cannot hold onto a rope, as it will slide out of his hands because his hands are cold and he has no feeling to grip. Only a bowline or non-slipping knot on a loop of rope, which the victim can get into, is acceptable.

No slipping knots are acceptable due to choking potential.

Use the entire team to pull the victim to shore as quickly but as gently as possible

First Aid/ Hypothermia:

You should have been taught hypothermia in your troop and patrol. There is an Immersion Hypothermia package included in the Ice Rescue Package for your review.

Go for Help:

When the victim is retrieved and the First Aid and Hypothermia treatment are under way, the patrol can send out 2 scouts to go for help. Make sure those scouts know things like the location of the rescue party, and status of the victim and rescue when they left to get help

Conclusion:

The judges will go over your scores and make recommendations for improvements.