

# RULES & INFORMATION

## Introduction

Welcome to **Survivorman Challenge**. The Survivorman Challenge simulates a team who becomes lost in the Colorado wilderness as a result of a plane crash, must survive a night in the outdoors, and find their way to an extraction point. While your Patrol has survived the crash, the plane is irrecoverable, cannot be used, and will not be a good landmark for Search and Rescue (SAR).



Often staying put is the best option in a survival situation. But, for this simulation, staying near the start point isn't likely to be the best option.

For safety, some elements of this simulation must be adjusted. However, to the extent possible, the challenge will to stay true to this scenario.

The objective of the Challenge is for your Patrol to amass the largest number of points. The Patrol with the largest number of points wins the Troop 16 Cup.

## Rules

1. The Scout Law is the primary rule of the Challenge.
2. Teams will be made of at least 4 members, smaller teams will be combined.
3. Each team can camp in any safe location within the confines of the Gates Backcountry area, except in the Level 3 Area. The boundaries of the Challenge area are the barbed wire and fence that surrounds the property.
4. Each team will be shadowed by a Referee. The Referee will determine if points should be awarded for completion of various skills and tasks. The Referees will have their own food and tents and will interact only on a limited basis with the teams.
5. Except in cases of safety or emergency, the Referee will not offer help or guidance, and may not be asked for advice. Referees are responsible for Bear Bag protocols.
6. The teams have only the following items on their persons. No other items can be carried.

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|---|---------------------------|--|
| ✓ Map (2 per team)                                      | ✓ Compass                 | ✓ Sunglasses & Sunscreen                             |
| ✓ Sleeping bag or blanket                               | ✓ First aid kit           | ✓ Radio, with extra batteries                        |
| ✓ Clothes, footwear, and jackets appropriate to weather | ✓ Knife or Leatherman     | ✓ Headlamp/ flashlight                               |
| ✓ Space blanket   | ✓ Whistle                 | ✓ Items salvaged from the plane (chosen from a pile) |
| ✓ Canteen (one)   | ✓ Camera                  | ✓ Toilet paper                                       |
|   | ✓ Plastic cat-hole shovel |  |

7. Teams must stay together. Teams **may not** send out a Recon Patrol. When a team is travelling it must be within approximately 50 yards of each other. Teams may not seek more than one cache at a time and, in so doing, split their team.

8. Caches of supplies can be found within the Challenge area. These supply caches will be marked on the team's map. If located, teams may use one supply from each cache (e.g. one tarp, one food packet, etc.) Moving or otherwise making the cache more difficult to locate, or removing more than one supply from it, will result in immediate disqualification.
9. The Challenge area has several risks within it. There are cliffs, wildlife (including snakes), and water areas. Water and cliffs are marked (for the most part) on the team's map. Scouts should be alert to these risks and not approach the tops of cliffs or dangerous inclines. Scouts should avoid places where snakes may be (rotten logs, undercut rocks, and swampy areas) or take care when doing so.
10. Scouts may not use snares or traps to *actually* harm any animals. Fish may be caught and may be eaten if Scouts are knowledgeable about their cleaning and cooking.
11. To receive points for demonstrating a technique or skill, it must be visible to the referee. If the referee doesn't see it, no credit can be given.
12. Along with supplies at a Cache, teams may receive credit for finding the cache.
13. Once a team has established a Basecamp, they must radio-in its position on the map.
14. The coordinates of the extraction point will be provided to the teams at approximately 8pm Saturday night.
15. Teams must be at the extraction point by 10am on Sunday morning or the simulated SAR helicopter will pass by without them, and they will forfeit 20 points.
16. Inappropriate or unsafe behavior by a team member will either result in that team member being removed from the challenge or the entire team being disqualified. This includes banging sticks on trees, damaging the terrain, mis-use of fire, and other activities that damage the pristine nature of the area.
17. The lakes in the area are regularly used by livestock and should not be used as a primary source of water, to avoid dysentery. Instead, water caches will be placed at the larger lake to simulate available water. Lake water can be used for demonstration and for putting out fires. No swimming or wading is allowed in the lakes.

