

SCORING CHECKSHEET



Patrol: _____ Referee: _____

Survival Activity	Points Available	Points Awarded
Firewood Gathering – gathered three components (Tinder, Kindling, Fuel) – points only awarded if firewood is dispersed on Sunday	<ul style="list-style-type: none"> •5 points for gathering adequate amounts of all three parts 	
Fire Laying – fire area cleared, mineral soil used, rock firebreak built and later dispersed.	<ul style="list-style-type: none"> •5 points for laying this properly 	
Fire Starting without matches – Flint & Steel, Battery & Steel Wool, Magnifying Glass, etc.	<ul style="list-style-type: none"> •5 points for each differently started combination of tinder and kindling •20 points for starting with a bow and drill •30 points for starting with a plow 	
Water – boiling water out of the lake for 10 minutes from a dug waterhole near the lake & straining, above ground solar-still, below ground solar-still (must return to leave no trace), identification of a barrel cactus, etc.	<ul style="list-style-type: none"> •5 points for each activity completed •15 points Below-ground-still 	
Cooking – Successfully locating the cache of food and making a meal for the entire team	<ul style="list-style-type: none"> •10 points for making stove •10 points for making and eating meal 	
Finding Food – creation of snare or traps for the catching of food. Creation of working fishing rig. Edible plants include prickly pear cactus, pine nuts, dandelion, and yucca roots. <u>No one should actually eat an identified edible plant.</u>	<ul style="list-style-type: none"> •7 points per snare •5 points for a fishing rig •3 points per each detection of edible plants 	
Shelter – construction of a shelter – points are awarded for each shelter constructed. Also, up to 6 bonus points can be awarded by the Ref for good camp placement - 2pts for good visibility to rescuers, 2pts for access to water, and 2pts for good use of terrain (wind, flashflood, etc. protection)	<ul style="list-style-type: none"> •Poncho Lean-to = 5 points •Poncho Tent = 5 points •One man shelter = 3 points •Three Pole Teepee = 7 points •Swamp bed = 15 points 	_____ _____ _____ _____ _____
Camping – spending the night in a shelter	<ul style="list-style-type: none"> •7 points for each team member camping in the shelter 	
Signaling – demonstrate how to signal an aircraft – using the proper techniques – fire & smoke (points are only awarded for using fire if adequate firewood is accumulated and later dispersed). Techniques can include mirror – with proper aiming and SOS on-the-ground emergency code.	<ul style="list-style-type: none"> •Fire = 5 points •Mirror = 5 points for aiming using hand & 5 points for aiming using stationary object •SOS code = 5 points for using proper codes large enough. 	
Camp construction – teams can earn <u>up to</u> a total of 10 additional points if they construct a helpful camp gadget using proper lashings and organize their camp in a safe and clean manner. Points for leaving no trace are in-addition. No spears.	<ul style="list-style-type: none"> •3 points per camp gadget •1 point for a well organized camp •10 points for Leaving no Trace 	
Navigation – each cache point marker is worth points, as is arrival at extraction point by 10am on Sunday	<ul style="list-style-type: none"> •5 points per cache marker •10 points for reaching the extraction point, Minus-20 points for being late. 	
TOTAL		