Nevada Area Council, BSA
Sierra Nevada District    Zephyr District

SCOUTING OUT ADVENTURE 2020

Saturday, 26 September, 2020
Dog Valley, NV
Registration available at nevadabsa.org

A day of Scouting activities
Focusing on Scouting Skills

Activities will begin at prescheduled times per patrol
GPS coordinates and time schedule for movement between locations
Hand washing stations at each location : Social Distancing : Masks in Use

for more information contact Ray Ritch: ray@ritch.net
Scouting Out Adventure 2020
Leaders Guide

What is Scouting Out Adventure Day 2020?
This event is a full day of events built around Scout to First Class skills in an outdoor setting. Most activities are designed to be taught/performed at a variety of Stations spread through Dog Valley, Nevada.

When: Saturday, September 26, 2020
Check-in begins at 8:00 a.m. Day ends between 4:00 – 5:00 p.m.

Health & Safety Checkpoints: Open at 7:00 a.m. at South (by way of Verdi) and North Entrances (by way of Bordertown) to Dog Valley. (It is strongly suggested that units conduct the same scan when meeting before leaving for event in case unit needs to stay home) (In order to limit social distancing problems, units will be assigned to different stations (A-G) for Event 1, then rotate throughout the day)

HEALTH/SAFETY SCREENING QUESTIONS
• Have you travelled outside of your California/Nevada home area in the last 30 days?
• Have you had contact or been exposed to anyone who has been confirmed as Coronavirus-Covid 19 positive? Have you subsequently tested negative?
• Do you have a cough or have been sick in the last 14 days? (Other than preexisting conditions. (e.g. Asthma)
• Temperatures will be screened. Units with an individual with a fever higher than 99.8 will have to return home.

Who: Registered members of Scouts, BSA. Registered leaders, adult drivers, two-deep leaders, staff members (May be Senior Scouts and Adults). Sorry Cubs/Webelos, due to Covid 19 restrictions, this is a Scouts, BSA only event.

Where: Dog Valley, Nevada. Two to three days before event, participants will receive a schedule with station GPS coordinates/times. Events will be spaced ¼ - ½ mile apart to support social distancing and separation of units. Sani-huts will be positioned at every other station.

Cost: $12 per youth - $10 per adult - $5 per staff – paid online when you register.

Key date: Before September 18 - Register online at www.nevadabsa.org. Due to Health and Safety concerns registration after this date may not be possible. Contact your District Executive for further information.

Weather: Be prepared for anything. It’s late September. Temperatures may vary from cold to hot. Layering is always a good suggestion.

Transportation Information: Units arrange their own transportation to the event. All vehicles will be parked in assigned parking areas for the direction of the day. No moving vehicles in the area except for emergency vehicles or prearranged movement with ground guides.

Unit Recognitions: There will be three levels of unit recognition.
1. Commissioner’s Award (+85%) – 2. Proficient Award (+70) – 3. Standard Award (-69)
All participants will receive an Adventure Day patch.
**Tentative Station list:**

- **STATION A: Camping & Outdoor Ethics**
  - **Outdoor Code**
    - (Scout 1e. Repeat from memory the Outdoor Code. In your own words, explain what the Outdoor Code means to you.)
    - (Tenderfoot 1c. Tell how you practiced the Outdoor Code on a campout or outing.)
  - **Leave No Trace**
    - (Second Class 1b. Explain the principles of Leave No Trace and tell how you practiced them on a campout or outing. This outing must be different from the one used for Tenderfoot requirement 1c.
    - (Tenderfoot 1c. Tell how you practiced the Outdoor Code on a campout or outing.)
    - (Second Class 1b. Explain the principles of Leave No Trace and tell how you practiced them on a campout or outing. This outing must be different from the one used for Tenderfoot requirement 1c.
    - 1c. On one of these campouts, select a location for your patrol site and recommend it to your patrol leader, senior patrol leader, or troop guide. Explain what factors you should consider when choosing a patrol site and where to pitch a tent.
    - 2a. Explain when it is appropriate to use a fire for cooking or other purposes and when it would not be appropriate to do so.)
  - **Tread Lightly**
    - (First Class. 1b. Explain each of the principles of Tread Lightly! and tell how you practiced them on a campout or outing. This outing must be different from the ones used for Tenderfoot requirement 1c and Second Class requirement 1b.)

- **STATION B: Tools**
  - **Knots & Lashing**
    - (Scout 4a. Show how to tie a square knot, two half-hitches, and a taut-line hitch. Explain how each knot is used.
    - 4b. Show the proper care of a rope by learning how to whip and fuse the ends of different kinds of rope.)
    - (Tenderfoot. 3a. Demonstrate a practical use of the square knot.
    - 3b. Demonstrate a practical use of two half-hitches.
    - 3c. Demonstrate a practical use of the taut-line hitch.)
    - (Second Class. 2f. Demonstrate tying the sheet bend knot. Describe a situation in which you would use this knot.
    - 2g. Demonstrate tying the bowline knot. Describe a situation in which you would use this knot.)
    - (First Class. 3a. Discuss when you should and should not use lashings. 3b. Demonstrate tying the timber hitch and clove hitch. 3c. Demonstrate tying the square, shear, and diagonal lashings by joining two or more poles or staves together. 3d. Use lashings to make a useful camp gadget or structure.)

- **STATION C: Knife and Ax**
  - **Totin’ Chip, Blade sharpening, Whittling**
    - (Tenderfoot 3d. Demonstrate proper care, sharpening, and use of the knife, saw, and ax. Describe when each should be used.)
  - **Safety** (Scout 5. Tell what you need to know about pocketknife safety.)

- **STATION D: Nature**
  - **Plant Identification**
    - (Tenderfoot 4b. Describe common poisonous or hazardous plants; identify any that grow in your local area or campsite location. Tell how to treat for exposure to them.)
    - (Second Class. 4. Identify or show evidence of at least 10 kinds of wild animals (such as birds, mammals, reptiles, fish, or mollusks) found in your local area or camping location. You may show evidence by tracks, signs, or photographs you have taken.)
    - (First Class. 5a. Identify or show evidence of at least 10 kinds of native plants found in your local area or campsite location. You may show evidence by identifying fallen leaves or fallen fruit that you find in the field, or as part of a collection you have made, or by photographs you have taken.)
  - **Weather**
    - (First Class. 5b. Identify two ways to obtain a weather forecast for an upcoming activity. Explain why weather forecasts are important when planning for an event.
    - 5c. Describe at least three natural indicators of impending hazardous weather, the potential dangerous events that might result from such weather conditions, and the appropriate actions to take.
    - 5d. Describe extreme weather conditions you might encounter in the outdoors in your local geographic area. Discuss how you would determine ahead of time the potential risk of these types of weather dangers, alternative planning considerations to avoid such risks, and how you would prepare for and respond to those weather conditions.)
• **STATION E: First Aid & Emergency Preparedness**
  
  o (Tenderfoot 4a. Show first aid for the following:
    - Simple cuts and scrapes
    - Blisters on the hand and foot
    - Minor (thermal/heat) burns or scalds (superficial, or first-degree)
    - Bites or stings of insects and ticks
    - Venomous snakebite
    - Nosebleed
    - Frostbite and sunburn
    - Choking)
  
  o (Second Class 6a. Demonstrate first aid for the following:
    - Object in the eye
    - Bite of a warm-blooded animal
    - Puncture wounds from a splinter, nail, and fishhook
    - Serious burns (partial thickness, or second-degree)
    - Heat exhaustion
    - Shock
    - Heatstroke, dehydration, hypothermia, and hyperventilation
  
  o 6b. Show what to do for “hurry” cases of stopped breathing, stroke, severe bleeding, and ingested poisoning.
  
  o 6c. Tell what you can do while on a campout or hike to prevent or reduce the occurrence of the injuries listed in Second Class requirements 6a and 6b.
  
  o 6d. Explain what to do in case of accidents that require emergency response in the home and backcountry. Explain what constitutes an emergency and what information you will need to provide to a responder. 6e. Tell how you should respond if you come upon the scene of a vehicular accident.
  
  o (First Class. 7a. Demonstrate bandages for a sprained ankle and for injuries on the head, the upper arm, and the collarbone.
    - 7b. By yourself and with a partner, show how to:
      - Transport a person from a smoke-filled room.
      - Transport for at least 25 yards a person with a sprained ankle.
    - 7c. Tell the five most common signals of a heart attack. Explain the steps (procedures) in cardiopulmonary resuscitation (CPR).

• **STATION F: Hiking**
  
  o Buddy System
    - (Tenderfoot 5a. Explain the importance of the buddy system as it relates to your personal safety on outings and in your neighborhood. Use the buddy system while on a troop or patrol outing.)
  
  o Trail Safety & Lost
    - (Tenderfoot 5b. Describe what to do if you become lost on a hike or campout.
      - 5c. Explain the rules of safe hiking, both on the highway and cross-country, during the day and at night.)

• **STATION G: Navigation**
  
  o Map, Compass, and GPS
    - (Second Class. 3a. Demonstrate how a compass works and how to orient a map. Use a map to point out and tell the meaning of five map symbols.
      - 3b. Using a compass and map together, take a 5-mile hike (or 10 miles by bike) approved by your adult leader and your parent or guardian. (Navigation host will provide instructions)
      - 3c. Describe some hazards or injuries that you might encounter on your hike and what you can do to help prevent them. (SECOND CLASS Rank Requirements 2If you use a wheelchair or crutches, or if it is difficult for you to get around, you may substitute “trip” for “hike” in requirement 3b and 3c)
      - 3d. Demonstrate how to find directions during the day and at night without using a compass or an electronic device.
      - (First Class. 4a. Using a map and compass, complete an orienteering course that covers at least one mile and requires measuring the height and/ or width of designated items (tree, tower, canyon, ditch, etc.).
      - 4b. Demonstrate how to use a handheld GPS unit, GPS app on a smartphone, or other electronic navigation system. Use GPS to find your current location, a destination of your choice, and the route you will take to get there. Follow that route to arrive at your destination.)

  o **UNITS HAVE FOUR OPTIONS TO COMPLETE STATION G**
    - Use regular schedule to complete all stations as scheduled without Second Class advancement item 3b
    - Choose to complete Second Class advancement item 3b as a unit and skip next station without points penalty.
    - Some scouts complete item 3b skipping next station without penalty to unit, while others continue with schedule.
    - At the end of the day, unit completes Second Class item 3b on the way out of Dog Valley. 5 miles is from center Scout property to Verdi initial check-in station.
What to bring:

**Approved Multi-layer face masks:** Masks covering mouth and nose must be worn at all times by all participants.

**Work Gloves:** In addition to using as needed, at the First aid station, it can be used as a PPE, to get the scouts used to gloving up

At knots, the same. The scouts should get used to tying know with gloves on, especially when tying knots in winter.

**Water** - There is no water and limited shade at many of the stations. You must bring your own water for drinking and washing.

**Dress** - The BSA field or activity uniforms are always appropriate.

**Food** – All participants and drivers should bring a sack lunch and snacks for the day.

**Health forms** – Annual health form sections A&B for all youth and adults and held by the attending adult leader. Units should make sure they complete a Health/Safety screening before leaving unit assembly area at home in case of need to cancel participation.

**Roster of Attendance** – to be given at check in - see attachment

**Sanitation:**

- Sani-Huts will be provided at every other station.
- Hand sanitizing will be conducted at every station.
- Please pack out your garbage.

**Adult Involvement:**

**Two deep Leaders** - Two registered adult leaders 21 years of age or over are required at all Scouting activities, including meetings. A registered female adult leader 21 years of age or over must be present for any activity involving female youth.

**Patrol Method** – Most activities at this event are meant for patrols and to be led by patrol leaders. Please allow the youth to gain leadership skills through experience.

**Discipline** – It is the responsibility of adult leaders to provide an environment of discipline and order. If disciplinary action is required remember the following:

**Discipline must be constructive.**

- Discipline must reflect Scouting’s values.
- Corporal punishment is never permitted.
- Disciplinary activities involving isolation, humiliation, or ridicule are also prohibited.
Scouts BSA Youth Protection

Please remember to follow our youth protection policies that have been in place for years.

Two deep Leaders.

No one on one contact.

Respect privacy.

The buddy system should be used.

The use of smartphones, cameras, mirrors, drones, etc., in places or situations where privacy is expected is prohibited.

All aspects of the Scouting program are open to observation by parents and leaders. The BSA does not recognize any secret organizations as part of its program.

Hazing and initiations are prohibited and have no part during any Scouting activity.

All forms of bullying and harassment including verbal, physical, and cyberbullying are prohibited. Inappropriate public displays of affection are prohibited.

Sexual activity is prohibited.

Appropriate attire is required for all activities.

Event Rules – We live by the Scout Oath and Law.
Scouting Out Adventure 2020
Tentative Event Schedule
Saturday, September 26, 2010

7:00  Health/Safety Check-ins Open (Verdi & Boomtown Access)
     (After check-in, vehicles proceed to parking areas) Units then go to assigned
     stations (A-G) then will rotate alphabetically (e.g. C, D, E) for each event
     time.

8:00  Event 1 Stations: Opening Ceremony at each station
8:15  Event 1 begins

9:15  Move to Event 2 Stations
9:30  Event 2 begins

10:30 Move to Event 3 Stations
10:45 Event 3 begins
11:45 Unit Sack Lunches at Event 3 Station

12:15 Move to Event 4 Stations
12:30 Event 4 begins

1:30  Move to Event 5 Stations
1:45  Event 5 begins

2:45  Move to Event 6 Stations
3:00  Event 6 begins

4:00  Move to Event 7 Station
4:15  Event 7 begins

5:15  Clean and Clear final station
No later than 5:45  Head out for Home – Safely & Carefully
Nevada Area Council
Scouting Out Adventure 2020

Scouts, BSA Troop/Crew/Post # _____________

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Station List

Station A  Camping and Outdoor Ethics
Station B  Tools
Station C  Knife and Ax
Station D  Nature
Station E  First Aid and Emergency Preparedness
Station F  Hiking
Station G  Navigation

Event Schedule

7:00 - 8:00 Health/Safety Check Stations Open
8:00 Opening Ceremonies and Event 1 begins
9:30 Event 2 begins
10:45 Event 3 begins
11:45 Lunch at Event 3 Station
12:30 Event 4 begins
1:45 Event 5 begins
3:00 Event 6 Begins
4:15 Event 7 begins
5:15 Area Cleanup & Head Home