



# Master Event Guide

February 10 - 12, 2017

Gatlinburg, Tennessee



TO: Explorer Post Leadership and Advisors  
Venturing Crew Leadership and Advisors  
Troop Leadership

FROM: Scott Sorrels  
Winterfest Chairman  
Northeast Georgia Council

RE: Winterfest 2017

DATE: October 18, 2016

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Winterfest 2017 is set for February 10-12, 2017, in Gatlinburg, Tennessee. Your post, ship, crew, or troop (ages 14 and older only) will experience an exciting weekend of competition and activities unmatched by any other event in the United States! I hope your participants are excited and ready for Winterfest.

2017 promises to be one of the best and largest yet – we have added dozens of events and revised many others to keep the program fresh. Whether your unit might be interested in the Explorer Mock Casualty Exercise, the greatly expanded Venturing events, being led by the Southern Region's Venturing leadership team, or a number of new walk-up events, there will be plenty of new opportunities to fill your weekend schedule.

Contained in this packet is the information for each of the events that will be offered in 2017. You'll notice some of your favorites are back, and we've introduced many new activities as well. We intentionally "over program" Winterfest so your members cannot do everything that is offered. This keeps the interest level high across multiple years – our goal is for your members to participate several years in a row and for Winterfest to become a key component of your program planning and retention efforts.

This Events Guide, and all Winterfest guides, are available on the Winterfest website [www.bsawinterfest.org](http://www.bsawinterfest.org). Be sure to check the site often as updates and changes will be published as they become available. Alternatively, please contact Candy Lee at the Northeast Georgia Council Service Center via phone 706-693-2446 or email [candy.lee@scouting.org](mailto:candy.lee@scouting.org).

I look forward to having your unit at Winterfest this year. If there is anything you need that isn't covered in this material, please contact one of us at the Northeast Georgia Council immediately. A contact list follows.

See you in February!

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# Important Information

- **Event Guide Updates:** Changes, updates, and other notes regarding Winterfest and the events will be posted to the Winterfest web site [www.bsawinterfest.org](http://www.bsawinterfest.org). Be sure to check the site regularly for the latest information. The rules for each event that are published in the latest revision of this guide will be followed at Winterfest.
- **VERY IMPORTANT - NEW THIS YEAR – With online registration, you must also register for the specific events your youth will participate in at Winterfest (unless otherwise noted).** Registration for these events will be on a first-come, first-served basis. While every effort will be made to accommodate all, **PRE-REGISTRATION WILL NOT GUARANTEE PARTICIPATION IN SELECTED EVENTS.** Units will be notified of the scheduling of their events on Friday, February 10, 2017.
- The registration deadline is February 3, 2017; however, **early bird pricing will expire on January 13, 2017.**
- The competitions listed in the Law Enforcement or Fire and EMS guides are only open to Explorers from each of those areas. The Individual Tactical Fitness will accommodate Fire/EMS posts with one person from each agency, not a team.
- **Fire/EMS Note:** With online registration, you will indicate your anticipated number of teams for each of the Fire Events (up to 2 teams per Post). Fire Events will still be walk-up events and we hope that Posts will participate in as many as they wish.
- **For Law Enforcement Explorers:** Each Post may submit up to four (4) teams with a maximum of four (4) Explorers on each team in addition to the Uniform Inspection competition, Written Exam, Fitness Challenge, and Officer Survival. One (1) team equals one (1) competition for that team due to time and space constraints. Once your registration is complete, we will randomly assign you to a competition(s). If possible, we will attempt to give you at least one choice of events. **ALL DECISIONS ARE FINAL.** You are not allowed to swap competitions with another Post.
- Note that Ultimate, Cornhole, Volleyball, Dodge ball and Basketball are bracketed events; winners in each stage will advance to later rounds until a champion is determined. Winning teams will be expected to be present and ready to play at the next scheduled round. Those fortunate enough to make it to the finals should plan on staying at the venue the entire morning or afternoon.
- With the exception of Fire/EMS, multiple teams from one unit will not be able to pre-register for a single event. However, for some events, if space is available, sign-ups for a second team from a unit may be done on Friday, February 10. *(For example, if a unit wants to have two teams play basketball they can pre-register one and then, if space is available, register the second team on Friday of the event.)*
- Winterfest has an active Facebook page. Make sure you “like” bsawinterfest so you can follow any changes. We will be using Facebook as our **primary communication** to update attendees prior to and during the event.
- While we do not plan on it, due to unforeseen circumstances, certain events may deviate from those listed in this packet. We will do our very best to not let this happen. We appreciate your positive attitude about the events.
- Wristbands will be provided at check-in and will be checked at each competition site.

# Key Contacts

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# Friday Night Events

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## City Navigation Material Pick-Up

**Team Event: Walk-up**

**Location: Information Desk**

**Time: Pick up material Friday night or Saturday morning**

Pick up your event information Friday night or Saturday morning from the Winterfest Headquarters area (in the Convention Center) to participate. See Saturday Events for more detail on the event.

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## Honor Guard Competition

**Team Event of 4 – 8 people: Registration required**

**Location: See Pocket Guide**

**Time: Friday Night, See Pocket Guide**

### OVERVIEW:

The Honor Guard Demonstration/Competition is a team event. **The first place team will have the privilege of presenting the colors at Saturday evening's closing show.**

Judging will consist of two phases: **Team Inspection** and **Posting of the Colors**. During each phase of the competition, teams and team members will be judged on uniformity and bearing. The variations of marching styles will not be penalized; rather, teams will be judged for precision and straight lines. All teams are responsible for bringing their own equipment, including flags, poles, bases, parade equipment, swords, etc.

### TEAM PARTICIPANTS:

Each team will have a minimum of 4 and not more than 8 members. One of those members will be designated as a Team Leader. ***Each member must participate in both phases of the competition.*** Support staff is allowed to aid with equipment and will not be judged. The Team Leader must clearly identify any support staff to the judges ahead of their performance.

### DESCRIPTION OF THE EVENTS AND GENERAL RULES:

The Honor Guard Competition is composed of two separate phases:

1. The Team Inspection
2. The Posting of the Colors

**Preparation:** Prior to the designated time for teams to begin the Team Inspection, teams will assemble on a "ready line" before moving to the Inspection Line. While on the ready line, members of the Honor Guard team may ***silently*** make one last inspection of their uniforms and equipment. At the appointed time, the team will move up to the Inspection Line and follow the instructions for competition.

**1. Team Inspection:** The Team Leader will present the team for judging at the Inspection Line at the proper time. The team will fall-in on a single line at a full arms-length dress right, and at "Attention". The team will remain at attention until dismissed or otherwise told by the judge. When the Team Leader is satisfied that the team is ready, the Leader will take a

position in front of the team and inform the judge that the team is ready for inspection. *Note:* Judging begins when the Team Leader reports in to the judge for inspection. The Leader will then be inspected for neatness, cleanliness, and bearing. The remaining team members will then be inspected for conformity to the Leader's uniform. Equipment used in the "Posting of the Colors" phase does not have to be carried or worn during the inspection; however, all equipment the team chooses to wear or carry during this phase will be subject to inspection.

When the judge comes to a member carrying a piece of equipment (e.g. – rifle or sword) that member will bring the equipment to a "Port Arms" or carry position. The individual members are judged on neatness, cleanliness, and bearing. The team is judged for conformity, precision, and straight lines as a unit. At the end of judging for the Team Inspection, the judge will instruct the Leader that the judging is complete and to prepare the team for the Posting of the Colors.

**2. Posting of the Colors:** When the inspection portion for each team is completed, the flags/equipment may be brought to the flag bearer(s) by the team's support staff. Not all team members are required to Post Colors, but ***all team members must participate*** as guides or escorts. When the team has all equipment and is ready, the Team Leader will notify the judge that the team is ready to Post the Colors.

Judging begins in this event when the judge instructs the Leader to begin. Each team will immediately begin the "Posting of the Colors." Each team will post a minimum of **two** colors (U.S., plus state, district, agency, or team flag as appropriate).

Starting from the start location, the Team Leader will lead the team through the following:

- a. The Team Leader will begin with a "forward march command", and then with the use of either audible or silent commands, the Team Leader will march the Honor Guard to the designated posting area by following the pre-set path which may require turning movements. The Team Leader will direct the Posting of the Colors in a manner which may be done as *elaborately* or as *simply* as the team wishes. The Posting will accomplish placing the U.S. and other flags in fixed holders. The U.S. Flag is placed stage right (to the audience's left). The bearer(s) will then return to the rank.
- b. After posting the Colors, the team will march to the designated end point in a disciplined and professional manner, where the Team Leader will audibly command the Honor Guard to halt.

The Honor Guard may march or fall out and quietly move from the assembly area. Support staff will retrieve the colors and any other equipment as soon as the team has come to a halt after posting and exiting.

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## Mini-MacGyver Challenge Material

### Pick-Up

***Team Event (up to 5 people): Registration required (only 12 team slots)***

***Location: Convention Center***

***Time: Friday night based on registration***

Teams will receive their challenge parts and instructions on what needs to be accomplished on Friday night at the appropriate time (check Pocket Guide for time and location). Teams will have until Saturday at 3:30pm to demonstrate their machine to a panel of judges. See STEM guide for further details.

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# Murder Mystery Detective Game

***Individual Event: Walk-up***  
***Location: Convention Center***  
***Time: Friday 4 PM – 7 PM (ongoing)***

## **Based off Clue**

Participants will find themselves in a live game of Clue trying to determine who committed the murder, with which weapon, and in what room.

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# Reception

***Hosted by Southern Region Venturing***

***Individual Event: Walk-up***  
***Location: Convention Center***  
***Time: Friday night***

Join us in a relaxed atmosphere allowing the attendees of Winterfest to meet-and-greet with the Southern Region Venturing Officers Association, ask questions about Venturing, and have a good time.

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# Scavenger Hunt Program (Photo Challenge)

***Individual Event: Walk-up***  
***Location: Convention Center***  
***Time: See Pocket Guide***

Participants will receive a Photo Challenge List closer to (or at) Winterfest and will perform a scavenger hunt to obtain photos of the items while in Gatlinburg.

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# Southern Region Venturing Booth and Photo Booth

***Individual Event: Walk-up***  
***Location: Convention Center***  
***Time: Friday night***

Information regarding Venturing in the Southern Region and a fun booth to get great group shots!

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# STEM (*Simple Tasks Every Minute*) Games

**Team Event: Walk-up**

**Location: Convention Center**

**Time: Friday Evening**

Teams will compete in a relay type race, and will rotate through the games, having one member complete each challenge in one minute. Challenges will test team members STEM skills using everyday objects. Each game will have all materials and rules posted at the station.

STEM Games are for fun only. Scores will not count towards the overall STEM scoring.

Any team completing all challenges will receive a special prize.

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## Talent Show

**Team or Individual: Walk-Up**

**Location: Convention Center**

**Time: Friday Night and Saturday, See Description Below**

Winterfest participants can showcase any form of talent as a group or individual. The top talent acts will perform in front of all Winterfest participants at the Closing Show Saturday Night.

Preliminary judging starts at 10 PM Friday night, in the Convention Center. Groups and individuals will “pre-qualify” on a first-come first-served basis. Bring any equipment you need with you (cd, instruments, props, etc). Music cannot be on an MP3 player, iPod or cell phone. Pre-recorded music **MUST** be on a CD. A CD player and microphones will be provided. You **MUST** attend Friday’s Preliminary Judging in order to compete on Saturday night.

Only the top four acts advance to the finals. The top acts moving on to the finals will be listed at Winterfest Headquarters by 10 AM Saturday morning. At that time, you will be given instructions for rehearsal times on Saturday afternoon. After rehearsal the order of performance in the final show will be determined. **If you miss rehearsal you will forfeit performing at the closing show and will be withdrawn from the competition.**

### Rules

1. You may participate as an individual or as a group. There is no limit as to the number of entries per Post or Crew.
2. No Adults.
3. Each act is limited to 4 total minutes. This time limit includes any needed set up time your act may require.
4. If **recorded music** is to be used, it **MUST** be on CD.
5. NO PROFANITY OR GRAPHIC LANGUAGE OR INAPPROPRIATE DRESS AND/OR MOVEMENT CAN BE USED IN ANY TALENT ACT. BASICALLY, IF YOU WOULDN'T DO IT IN FRONT OF YOUR RELIGIOUS OFFICIAL OR YOUR GRANDMOTHER- DON'T PLAN ON DOING IT HERE.

# Saturday Events

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## Amateur Radio Station

***Individual Event: Walk-up***

***Location: Convention Center***

***Time: See Pocket Guide***

This demonstration helps expose Scouts to the technology, fun, and magic of amateur radio. Amateur radio, also known as ham radio, is both a hobby and a service. Amateur operators use radio communications equipment to communicate with other amateur operators for public service, recreation, and self-training. Radio Scouting covers all aspects of amateur radio within the Scouting Movement. Scouts will have the possibility to engage in conversations with radio operators across the country and around the world (where allowed). Presentations will cover many aspects of radio communication from long distance communication, to satellite communication, and communication support to local events and emergencies.

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## Backpacking Challenge

***Team Event: Registration required***

***Location: Mynatt Park***

***Time: 10:00 AM to 12:00 (noon), based on registration***

How fast can you get ready to go backpacking? Let's find out!!

The Backpacking Challenge tests your ability to select and pack the appropriate gear for a backpacking trip. A backpack and a variety of items are available to choose from; some of these items are necessary for a backpacking trip, others are not.

Scoring – Crews/Troops are judged on how many correct items are chosen, as well as their knowledge of why the item is necessary. The manner in which items are arranged in the pack will also be evaluated.

- Points are assigned on the time required to load the pack and place it on your back. There is a 5 second penalty for each required item missing.
- Points are assigned to the items chosen and deductions/additions are made for choice and knowledge of items.

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## Backpacking Stove Cooking Competition

***Individual Event: Registration required***

***Location: Mynatt Park***

***Time: Saturday 10:00 AM -12:00 (noon), based on registration***

Cooking Core Requirements: **YOUTH COOKS ONLY.**

Demonstrate that you can prepare backpacking-type trail food using a backpacking style stove.

**Ingredients:** Must be ingredients (your choice) of a meal that would be backpacked in and eaten by two people. Your favorite commercial pre-packaged trail meals are okay.

*Optional:* Your favorite trail mix to share with audience observers.

**Backpacking Cooking Gear:**

- Backpack Cooking Stove (Fuel of your choice)
- Backpacking Pot(s) and or Pan(s)
- Backpacking Utensils

Be prepared to cook in weather conditions of January and February in the wilds of Gatlinburg.

Purpose of event is to have fun sharing and teaching backpack cooking with fellow adventurers and/or complete Cooking Core Requirement (d).

**Rules:**

- Pre-registration.
- Chef check-in Saturday at Mynatt Park
- Participants must bring everything (Food, Cooking Equipment, etc.)
- Must practice “Leave No Trace” during and after the demonstration

**Time:**

10:00 AM	Chef Meeting
10:00 AM	Start Demonstrating and Cooking
11:00 AM	Stop Cooking
11:15 AM	Present meal for Judging
11:15 AM - 11:45 AM	Judging

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## Cast Iron Chef

***Individual Event: Registration required***

***Location: Mynatt Park***

***Time: Saturday 10:00 AM – 12:00 (noon), based on registration***

**Rules:**

1. All set up and cooking must be done at Mynatt Park.
2. All contestants must be Scouts in teams of two or more. Teams with adult leader assistance other than moral support will be disqualified.
3. Contestants are responsible for supplying their own Dutch ovens, cooking utensils, supplies, charcoal and ingredients. Nothing will be provided.
4. Contestants must wash their hands before preparing their meals.
5. Each team must prepare one main dish containing chicken and one dessert using refrigerator rolls. Any combination of spices and other ingredients is permitted.
6. Both the main dish and the dessert must be prepared in or on the lids of Dutch ovens.
7. Meat may be pre-cut or ground, but not be precooked, marinated or treated in any way prior to the setup period the day of the cook-off. Canned/bottled tomato sauce, hot sauce, broth, condiments or beverages are permitted. All other ingredients must be cut, chopped or prepared at the cook-off.

8. Contestants must describe their dishes, including ingredients, to the judges when the sample is to be judged.
9. Contestants must provide their sample to the judges in a reusable container. No paper plates or other disposable dishes. Your container will be returned to you.
10. Entries will be judged based upon overall taste, creativity and presentation.
11. Prizes will be awarded for First, Second and Third place for the entire meal. There will not be separate awards for the main dish and dessert.

**Event Times:**

1. Set up and cooking begin at 10 A.M.
2. Judging begins at noon.

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## City Navigation

***Team Event: Walk-up***

***Location: Around Gatlinburg***

***Time: See Pocket Guide***

Pick up your event information Friday night or Saturday morning from the Winterfest Headquarters area (in the Convention Center) to participate.

There will be a 13-point orienteering course meandering through Gatlinburg. For each bearing, a brightly colored paper decorated with a geometrical design will be found. Copy the design on the space provided inside the course pamphlet. Use leapfrog techniques to cover great distances or overcome obstacles along the way. Approximate distance is 2.5 miles. GPS units will not be available for checkout (please bring your own!). This event will take you through downtown Gatlinburg.

Prizes for 1<sup>st</sup>, 2<sup>nd</sup>, and 3<sup>rd</sup> place finishers. This event is open to all youth participants at Winterfest. Please bring your own compass and GPS receiver to participate.

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## Game Design Merit Badge

***Individual Event: Registration required***

***Location: Convention Center***

***Time: Morning, See Pocket Guide***

Participants will work to complete the Game Design Merit Badge. There will be pre-requisites for this merit badge. Please check [www.bsawinterfest.org](http://www.bsawinterfest.org) for the pre-requisites and/or an updated event description.

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## Gaming Tournament

***Individual Event: Registration required***

***Location: Convention Center***

***Time: Afternoon, See Pocket Guide***

More details will be announced on this event. Please check back at [www.bsawinterfest.org](http://www.bsawinterfest.org)

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# Live Mario Karts Game

**Team Event: Walk-up**

**Location: Convention Center**

**Time: Saturday 1:00 pm – 4:00 pm**

**Objective:** Pop the other team's balloons within the fastest time.

Each team will create karts out of cardboard. Each team will receive 3 balloons that can be placed anywhere on the outside of their karts using tape. Most people put one balloon on the right, one on the left and one on the back. Balloons of the same color will be on the same team.

To pop your opponent's balloons, you can either bump into the other team's karts or use the provided toothpicks. Once all 3 of your balloons have been popped, you are eliminated from the event.

Boxes will be provided, but participants may choose to bring their own boxes and design them.

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# Moot Court

**Team Event of 2-3 people: Registration required**

**Location: Convention Center**

**Time: Afternoon, hourly**

This event does not involve the presentation of evidence and is focused solely on arguing the application of the law to a set of facts. While it usually involves drafting briefs and participating in oral argument, there won't be time to prepare briefs. Materials will be available in advance and the competition is limited to their presentation of the oral argument to a panel of three judges, similar to arguing before an appellate court. The "justices" will have the materials in advance as well and can interrupt to ask questions. Before the U.S. Supreme Court, each side gets 30 minutes to present the case, participants will be limited to 15-20 minutes. Each team may allot its time as it sees fit, but each team member must argue for a minimum of 5 minutes. They can participate in teams of 2-3.

No charts, diagrams, or other visual aids shall be used during oral arguments. However, competitors are allowed to read their notes from computers (e.g., iPads, tablet PCs, laptops) at the podium during oral arguments.

Judging will be based on the following:

- Accuracy of the statement of the facts
- Persuasiveness of the argument
- Relevant case citations
- Ability to respond to questions from the court
- Transition back to the oral argument
- Knowledge of the opposing party's case
- Etiquette/respect towards the appellate panel

*The simple factual scenario is listed in **Addendum 6**.*



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# Tabletop Display Contest

**Team or Individual: Walk-Up**

**Location: Convention Center**

**Time: See Pocket Guide and Description Below**

Displays can be on Bronze, Ranger, or Quartermaster Awards; Crew/Post trips; careers; or any other topic related to your unit.

1. Computers are not provided and Internet access is not available, therefore websites must be stand alone.
2. All displays must be free standing.
3. Displays must be picked up before the Closing Show Saturday night. We hope you will leave your display for people to view throughout the day, but if you have security concerns leave only materials you feel comfortable leaving unattended.
4. The displays will be judged on:
  - Quality of layout and clarity of information;
  - How well you utilize chosen media(s) – traditional display, slideshow, website
  - Presentation of Display
    - 3 to 5 minute talk on why the display was made and what the display is about
    - Answers to judges' questions

At registration Friday night information is provided about the location of set up. Judging and presentations will be between 8:00-9:30 AM. There is no limit to the number of displays per Crew/Post or individual.

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## Roundtable - Exploring

**Individual: Walk-Up**

**Location: See Pocket Guide**

**Time: See Pocket Guide and Description Below**

This is an opportunity for Advisors and Explorers to discuss various issues affecting their Posts. Find out what other Posts are doing that works (or doesn't!). This event takes place Saturday evening after competitive events have concluded. Check your pocket schedule for the time and location of the Exploring Roundtable.

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## Roundtable - Venturing

**Individual: Walk-Up**

**Location: See Pocket Guide**

**Time: See Pocket Guide and Description Below**

Want to know what other venturing crews are doing?

Want to brag about what your crew has done?

Do you want to know where venturing-friendly camps are located?

What kind of super activities are you doing?

There is an opportunity for both youth and adults to participate and share their experiences. Come and learn what other Crews are doing and where great opportunities exist for your crew.

If we have enough attendees we will try to hold separate forums for young people and adults with a combined summary session at the end.

This event will be held Saturday evening after all competitions/activities so everyone has the opportunity to attend. Check your Winterfest pocket schedule for the location.

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## **Veterinarian Written Exam**

***Individual Event: Registration required, Restricted for Veterinary Explorers***

***Location: Convention Center***

***Time: 10:00 am – 11:00 am***

Each post will be scheduled for the written exam. The test will consist of 25 multiple-choice questions and one scenario based essay. There is a 30-minute time limit. All questions will be based on a general veterinarian practice and will be based on current practices and case law.

# Aquatic Events

## **Attire Note:**

For those events taking place at the pool proper attire must be worn

Males - Swimming trunks with drawstring.

Females - One-piece bathing suit or must be covered above the waist.

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## Anchor Dive

***Individual Event: Walk-up***

***Location: Community Center***

***Time: 1:30 pm – 2:30 pm***

This is a physical challenge, intended for those who are already Lifeguards (BSA, Red Cross, etc.) or strong swimmers. This event is taken directly from the pre-requisites for BSA Lifeguard:

- Starting in the water, swim 20 yards using a front crawl or breaststroke, surface dive 7 to 10 feet, retrieve a 10-pound object, surface, swim with the object 20 yards back to the starting point with both hands holding the object, and exit the water, all within 1 minute and 40 seconds

**Scoring:** Fastest time wins.

**Penalties:** A 5-second time penalty will be assessed for each instance of improper strokes or not keeping both hands on the object.

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## Canoe Relay

***Teams of 2: Registration required***

***Location: Community Center***

***Time: 9:00 am – 10:00 am***

Participants will paddle a canoe through a course in the pool, going through a set of markers. This event is not about who can paddle a distance the fastest, but rather who can execute a wide range of canoeing strokes and turns most efficiently. (This event is intended only for those that have experience paddling a canoe.)

**Scoring:** Fastest time wins.

**Penalties:** A 5-second time penalty will be assessed for each instance of a team hitting the side of the pool.

---

## Cardboard Boat Regatta

***Team event: Registration required***

***Location: Community Center***

***Time: 9:00 am – 12:15 pm***

This challenges units to design, build and navigate boats made entirely of corrugated cardboard and propelled by paddles, oars, etc. The goal is to build the best boat you can and to be able to complete a 25-yard course in the fastest time. You will find this both intriguing

and challenging. Awards recognize Best Construction, Team Spirit, Best Decorated, Best Original Design, and - the most coveted award - the Most Spectacular Sinking Award.

You are given two hours to build a boat using the supplies and rules in Addendum #1, additional items may be brought by each unit but must conform to the Rules. **Any paint or adhesives used must be applied and DRY before the event begins or the boat will be disqualified.**

---

## Heaving Line

***Teams of 4: Walk-up***

***Location: Convention Center***

***Time: 3:00 pm – 4:00 pm***

Two groups of 2 face each other, in a column, at a distance of thirty-five (35) feet. A line of 3/8" nylon, 50 feet long and whipped at each end (no weighting, knotting or splicing), is coiled and tossed by person #1, standing within designated marks, to person #2 without the line touching the ground before being caught. The line is then raised by #1 and #2 in order for the judge to signal a fair catch. Any toss not approved must be repeated until approved before the next competitive toss.

Person #2 then coils and tosses to #3, #3 tosses to #4, #4 tosses to #1. The last person properly coils the line and holds it overhead as a signal of completion. The clock stops, when eight (8) successful tosses have been accomplished. Contestants may not move out of markings when either tossing or receiving.

A maximum of four (4) unsuccessful throws is allowed by each person, then the line will be hand carried to the next member.

As #2 is coiling the line,, #3 will enter the square replacing #1. As #3 is coiling the line, #4 will come into the square and replace #2 and so on.

**Scoring:** Best time within a 10 minute limit to successfully complete. The least number of throws is the tiebreaker, if needed.

---

## Knot Tying Relay

***Teams of 3 to 8: Walk-up***

***Location: Convention Center***

***Time: 3:00 pm – 4:00 pm***

The team must start and end this relay event at attention. On signal, the first member in line will run up and tie the knot assigned by the judge. They return to the line and tag the second member. That person then ties their assigned knot, returns, tags the third person, etc. The required knots are as follows:

Bowline

Slipped Reef Knot (slipped square)

Bowline on a bight

Two half Hitches

Double Carrick bend

Figure 8

Sheet Bend

Taut Line

Each member should be able to tie all eight knots. Knots will be tied over/around a rail or rope. The line to be used will be 1/4 "to 3/8" of 3-strand nylon.

**Scoring:** Best time wins.

**Penalties:** A 15-second penalty will be added for each incorrect knot.

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## Lifeguard Relay

**Teams of 4: Walk-up**

**Location: Community Center**

**Time: 2:30 pm - 3:30 pm**

In the spirit of the 550-yard swim for BSA Lifeguard, teams of 4 will complete a relay using the Approach Crawl and the Approach Breaststroke. Each stroke will be used twice, so two team members will swim the Approach Crawl, and two team members will swim the Approach Breaststroke. Team members will enter the water using any lifesaving entry, which keeps the head above water. Each team member will swim one length of the pool (25 meters).

**Scoring:** Fastest time wins.

**Penalties:** A 5-second time penalty will be assessed for each instance of improper strokes or the head going underwater during entry.

---

## Mariner's Quiz

**Individual Event: Walk-up**

**Location: Convention Center**

**Time: 4:00 pm – 5:00 pm**

A quiz with a 45-minute time limit will be given, consisting of multiple choices, true false and matching, as appropriate. Questions will cover lights, signaling, horns, buoys and markers, radio codes, international code flags, and nomenclature. The test will cover material required for Apprentice and Ordinary rank.

**Scoring** - Percentage of questions answered correctly.

---

## Ring Buoy Toss

**Teams of 3 (Picked by Judge): Walk-up**

**Location: Community Center**

**Time: 1:30 pm – 2:30 pm**

All Unit members must report for this event and the Judge will select three (3) members from the Unit's complement to compete. Each person will have two throws. They will use a life ring on approximately 50 ft. of line and toss it at a 5 ft. wide target, 30 ft. away in the water. A successful throw is counted if the ring buoy lands beyond the target with the line across the target. Time counted from the judge's "GO" until the buoy has been retrieved following the 6th toss.

**Scoring:** 10 points for each successful throw. The maximum score is 60. The unit with the highest score wins. Time will be used as a tiebreaker.

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# Rubber Ducky Regatta

***Individual competition: Registration required***

***Location: Community Center***

***Time: 10:00 am - 11:00 am***

At the judge's signal, contestants wearing a PFD and carrying/wearing all other objects provided by judges, will swim from the start to the finish line.

**Scoring:** Fastest time wins.

**Penalties:** A 5-second time penalty will be assessed for each lost object.

# Climbing Events

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## Bouldering

***Individual Event: Walk-up***  
***Location: Convention Center***  
***Time: See Pocket Guide***

Back again this year: our 'horizontal climbing' structure is ready to challenge all levels of climbers. Bouldering problems will be judged on distance, then time (only the 1<sup>st</sup> attempt counts). Spotters needed, so bring your cheering section. You're welcome to bring your own shoes, but no barefoot climbing, please!

## Caving Challenge - Squeeze Box

***Individual Event: Walk-up***  
***Location: Convention Center***  
***Time: Preliminary competitions for youth are held at 10 AM and 2 PM. Youth finals are held at 4 PM. Adult competition is held at noon (12 PM).***

Have you ever wondered how tight a space that you can get through in a cave but didn't have a cave handy to try it out? How about the effect that stalagmites and stalactites might have on your ability to get through a tight passage? Would your friends on the outside like to see you suffer on the inside of the box? If these questions have kept you up at night then the Squeeze Box is for you. Come watch these guys squeeze thru the box.

What's a squeeze box? It's a five (5) foot long by three (3) feet wide tunnel with a ceiling that is adjustable in quarter inch increments. Don't worry if you get stuck, the ceiling is spring loaded and we can get you out quickly. We can also insert up to seven (7) stalagmites just to make things interesting. There is also a Plexiglas window in one of the sides so that everyone outside can see what is going on inside. By the way, the record for the box is six (6) inches, the same length of a dollar bill. What will you be able to do? Winners get to autograph the box!

## Climbing Wall

***Individual Event: Walk-up***  
***Location: Convention Center***  
***Time: See Pocket Guide***

Participants climb the wall with correct commands and responses to your belayer. The climbing wall will be judged on the fastest time to the top and use of proper climbing commands.

All climbing equipment provided for participants; you may use your own climbing shoes if you prefer. If you do not have climbing shoes, we recommend stiff-soled shoes (like trail-sneakers) that tie. No barefoot/flip-flops are allowed on the wall.

---

# Flying Squirrel

***Individual Event: Walk-up***

***Location: Convention Center***

***Time: See Pocket Guide***

The Flying Squirrel is a favorite element of many participants. One participant at a time puts on a full body harness and gets connected to the belay/haul rope. The haul rope is then pulled on by a large group of participants which quickly and smoothly levitates the “squirrel” up into the air. The flying squirrel is an excellent element to use with groups that have both reluctant and energetic people because it naturally allows a wide range of “choice” in how to participate. Those that are reluctant can be pulled slowly or not very high while those who are enthusiastic can be rocketed off the ground!

---

# Rappelling

***Individual Event: Walk-up***

***Location: Convention Center***

***Time: See Pocket Guide***

Climb up the stairs to the rafters and test your nerve as you rappel 30 feet to the floor. Harness, helmet, and gloves provided. Closed-toed shoes required. Happiness is found on the way down!

---

# Rope Climb

***Individual Event: Walk-up***

***Location: Convention Center***

***Time: See Pocket Guide***

Participants will climb a rope using Prussic loops to the ceiling of the convention center. You are judged on the fastest time to the top and the use of correct commands and responses to your belayer.

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# V-Squeeze

***Individual Event: Registration required***

***Location: Convention Center***

***Time: Based on registration***

1,000,000's of combinations. See how few obstacles you have to move to make it through. Can you do it backwards? How about tied to a partner?



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# V-Swing

***Individual Event: Walk-up***

***Location: Convention Center***

***Time: See Pocket Guide***

An element designed to test the capacity for the participant to scream. The element is built of wire rope in the form of a V and suspended approximately 30 feet above the floor.

The participant, in a full body harness, ascends a ladder where a haul line is wrapped around the harness with the participant holding the end of the line. The participant's team then pulls the line, pulling the participant to a height determined by the participant. When the participant feels that they have gone high enough, they release the line to pendulum over a wide arch. At this point the participant's ability to scream is tested!

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# Fire/EMS Events

## Firefighting Competition Rules

1. Professionalism will be shown at all times. This means no profanity, arguing with judges, unruly conduct, etc.
2. SAFETY is of the utmost importance. Explorers will conduct themselves in a safe manner at all times.
3. If an Explorer argues with the judges, their team is disqualified. Coaches may confer with judges after completion of an event but professionalism must be maintained.
4. No Explorer can participate in any event more than once and teams must be made up of participants from the same post. An Explorer can participate in more than one event, just not more than once in the SAME event. This rule is in effect to allow as many Explorers as possible to participate in each event but still complete the competition in a reasonable amount of time.
5. Order of competition for each event will be selected on a "First Come, First Serve" basis just as in previous years. Explorer teams will register for each event, on the day of the event, during competition hours. Each event will have its own registration located at the site of the event. Online registration is only used to give the sponsoring posts an idea of how many teams will be competing in each event and does not guarantee a specific time for competition. All posts will still need to sign in on a "First Come, First Serve" basis at the time they're ready to compete in each event.
6. Each event has a Sponsor Post. This person is responsible for managing the event and has final say if any problems occur. The event sponsor is not a judge but will resolve issues among the judges if necessary.
7. Timed events judging is done by 3 adults - one each from the sponsoring Post, the team competing, and the next team to compete. Each judge will keep an official time. A fourth time is kept by the event sponsor who is used in place of one of the judge's times if a judge has a stopwatch problem.
8. Three times will be recorded for each run. High and low times are thrown out and the middle time is used as the official time. Times will be kept to the 100<sup>th</sup> of a second.
9. Sponsoring Posts are allowed to enter teams in the event they sponsor. Whenever a team from the sponsoring Post is competing an impartial judge will be selected from the audience to replace the judge that would normally come from the competing team (so the event sponsor would not have 2 judges from their post).
10. If a team misses their turn in an event, they are placed at the end of that event's list and given the opportunity to participate when their turn comes up the second time. If they miss the second turn, that team is disqualified from that event.
11. Rulings by the event sponsors in regard to safety issues, rule infractions, or disqualifications are unbiased and final. Disputes or disagreements will be brought to Fire Events staff member, not to the event sponsor.
12. Each event has its own rules that must be followed in addition to these general rules.

**Wristbands are provided upon check-in and will be checked at each competition site.**

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# Advanced Emergency Medical Competition

**Team Event of up to 4 people: Walk-up**

**Location: Convention Center**

**Time: See Pocket Guide**

## **Description:**

1. This team event will have two parts as a competition.
  - Part one is a written exam (*The written exam will take place at 8am, and will only be offered at this time*)
  - Part two is a practical exam
2. The event is designed to evaluate the team as a Medical First Responder in knowledge and hands-on patient care.
3. The team will be evaluated in these areas and scored
4. Score will be tallied and awarded as First, Second, and Third place.

## **Competition Rules:**

1. Professionalism will be shown at all times. This means no profanity, arguing with judges, unruly conduct, etc.
2. SAFETY is of utmost importance. Explorers will conduct themselves in a safe manner at all times. This includes lifting and moving of any patient or equipment.
3. If an Explorer argues with the judges the team is disqualified. Coaches may confer with judges after completion of an event but professionalism must be maintained.
4. Order of competition for each event will be selected on a "First Come, First Serve" basis. The entire team must be present before they can start the competition.
5. During the completion, once a team has entered into the scenario box, they cannot leave for any reason. If any team members leave the scenario competition box, the scenario will stop and the team will be judged based on what they have completed.
6. Any teams caught discussing any of the scenarios with any other teams will be automatically disqualified from the competition.
  - This includes any advisors discussing information with other teams from the same Post competing.
  - This includes sharing any recordings from the scenario.
7. Advisors may observe the scenario, but may not provide the team with direction of any kind.
8. Once the scenario is over, the team may proceed to the next scenario. Please understand, each scenario will be a first come first tested basis.
9. After all teams are tested and scored, the advisors may be allowed to ask about the scenario and their team performance, but may not see the final score sheet until after the final announcement of award is done.
10. All written testing will begin at 8:00am on Saturday. Practical scenarios will begin afterwards.

**Written Exam:** (*The written exam will take place at 8am, and will only be offered at this time.*)

1. The Advance Emergency Medical Competition will be 75 questions, multiple-choice, covering material from the Current AAOS Emergency Medical Responder Textbook. No other source will be used.
2. Each team will designate one member who will take the exam
3. The designation of the exam taker must be filled out on the registration sheet found below and turned in before the exam is administered.

### **Practical Scenario:**

There are two scenario based practical check offs, Medical and Trauma. All scenarios use the standard National Registry of EMT's psychomotor skills sheets. The scenarios will utilize simulated patients where the team will have to interact with the patient.

1. Each Team may consist of up to four Explorers. Each team will need to have a designated team leader to communicate with the evaluator during the scenario.
2. Teams are to bring the following items with them to competition. These items will be checked prior to competing. Pre-scenario inspections will be performed on each team.
  - A Fully stocked EMS Responder bag
  - The bag should contain supplies needed to handle both scenarios (Trauma & Medical)
  - A Jump Bag containing only supplies designated for the Emergency Medical Responder
  - C-collars (1 of each size or adjustable)
  - Long spine board with strapping system (1 per team)
  - Body Substance Isolation supplies for each team member
3. All team members start from behind a pre-designated start line with all of their equipment. Once a team has entered the competition box, no member may leave and no additional equipment may be brought in.
4. Each team may communicate with each other, but may not communicate with anyone outside the competition box.
5. When the team is ready, the patient will be uncovered. Time will begin when the team enters the competition box.
6. Time will end when the patient is placed in the transport box.

### **Medical Scenario Station**

1. The team will have to assess and manage a medical patient accurately within a 15-minute time period.
2. The patient used will have been given signs and symptoms that a real patient would have. The patient may be moulaged to simulate any look needed to represent a medical patient.
3. Each team will be responsible for assessing and managing the patient based on the guidelines in the AAOS Emergency Medical Responder Textbook.

### **Trauma Scenario Station**

1. The team will have to assess, manage and package for transport a trauma patient within a 10-minute time period.
2. The patient will be moulaged to look and properly respond like a trauma patient would in the field.
3. Each team will be responsible for assessing and managing the patient based on the guidelines in the AAOS Emergency Medical Responder Textbook.

## **NOTE: QUESTIONS WILL BE ANSWERED AT THE FRIDAY NIGHT MEETING**

### **Team Scoring:**

1. All practical competition will have a 10-minute time limitation. Any team not having the patient in the transportation box will receive a 1-point reduction for each minute they have not completed the competition. Deduction will be made for critical items left off from the patient care provided. (See score sheet)
2. The written test score will be added to the practical competition score from the trauma and medical practical.
3. The team with the highest combined score will be the winning team.

### **Scoring Matrix:**

<b>Post #</b>	<b>Score from Written Exam</b>	<b>Score from Medical Assessment</b>	<b>Score from Trauma Assessment</b>	<b>Total Team Score</b>

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## **Advisor Event**

***Individual Event: Walk-up***  
***Location: Convention Center***  
***Time: See Pocket Guide***

This event will be for Fire Service Advisors. Details are still being determined for this event. Please check for an updated guide on [www.bsawinterfest.org](http://www.bsawinterfest.org).

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## **Arriving on Scene**

***Team Event of 4 people: Walk-up***  
***Location: Convention Center***  
***Time: See Pocket Guide***

This event simulates activities involved when arriving on scene. Participants will latch a hydrant, make entry, and exit to a structure. All participants will start in the seated position with full Personal Protective Equipment, and SCBA. (Flash hood optional) (No Mask)

The event will start with "Ready, Set, Go". Once the "Go" command is given the participants will start the evolution. The Truck Officer will call (Command) and report a single family dwelling with ordinary construction. The participants will exit the apparatus and proceed to gathering equipment to complete each task. Hoses will be in position prior to the start of the evolution.

- Two (2) participants will be attaching the needed equipment to a hydrant. The equipment that needs to be attached is the supply line on one side, a closed gated wye on the opposite

side, and a hydrant wrench left secured on the stem. (When this task is completed the team will move up to structure door.)

- There will be two (2) participants to force entry into the structure. (Command will be inherited by the event host) The participants will force entry into the structure using appropriate tools through a swinging door. Once the door has been breached, the participants will follow the charged hose line to the nozzle. Once at the nozzle, the participants will evacuate the structure thru the wall.
- Participants will proceed to exit the structure through a wooden frame wall. Using the appropriate tools, the participants will evaluate, breach and exit thru the wooden frame wall.
- Once outside of the structure, the Officer will verify each participant is accounted for and report face to face with Command with a correct final Personal Accountability Report. (Command – All 4 personnel accounted for.) Once the PAR has been received the event will be concluded.

*All defective gear must be reported to event staff before evolutions start. Failure to report gear defects can result in penalties assessed to the team.*

### **Penalties and Disqualifications**

**Penalties:** Penalties will be in 10-second increments for each infraction

1. Personal Protective Equipment not properly donned (loose straps, missing equipment, etc.)
2. Leaving the seated position before the “Go” command
3. Hydrant connections not hand tight (quarter inch tolerance)
4. Officer report not given
5. Gated Wye in the open position
6. Hydrant wrench not secured to the stem
7. Not trying before prying
8. Not using equipment to open door
9. Not in contact with the charged hose line
10. Not using equipment to open wall

**Disqualifications:**

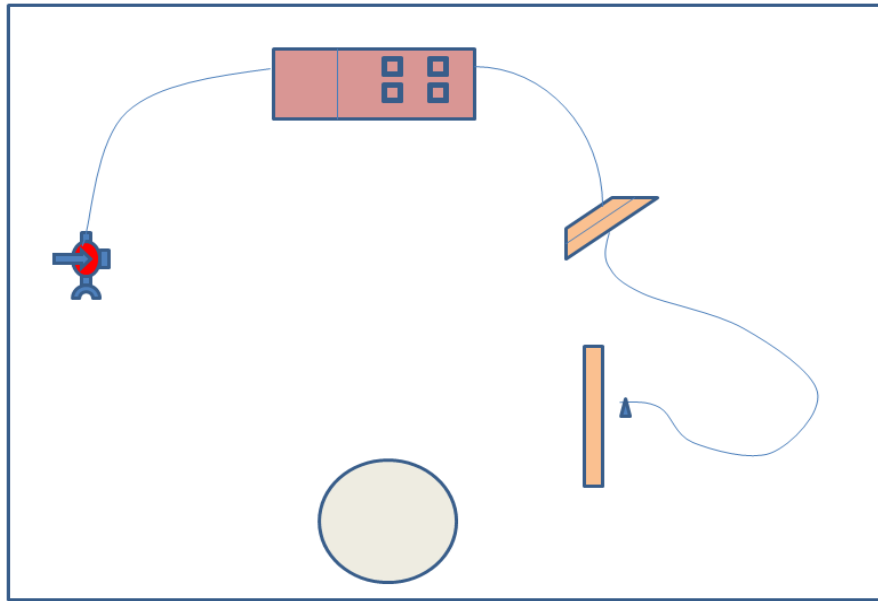
1. Throwing equipment
2. Running, Cursing, Arguing
3. Skipping functional steps to the operation

**Definition:**

Throwing Equipment – To propel a piece of equipment in the air more than 1 foot without being touched.

[Diagram on next page]

## Arriving On Scene Diagram



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## Basic First Aid

**Team Event of 4 people: Walk-up**

**Location: Convention Center**

**Time: See Pocket Guide**

**Written Test** - Will consist of 50 questions, all multiple choice with a time limit of 45 minutes. (The written exam will take place at 8am, and will only be offered at this time.)

**CPR Practical** - Includes any, or all, practical skills taught by the American Heart Association.

**Basic Life Support for Healthcare Provider** – Current AHA Guidelines.

**Required Supplies** - All necessary supplies are provided: However, if you prefer, you can bring your own.

### **Testing Criteria:**

*First Aid related material:* National Safety Council First Aid (2004)

CPR material: - Current American Heart Association Basic Life Support for Health Care Provider.

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## Cherokee Drill

**Team Event: Walk-up**

**Location: Convention Center**

**Time: See Pocket Guide**

See below for a description. The rules and nature of the event will be further explained on Friday night during the Fire Events Meeting. An Explorer may only run this event once.



## **Description**

- **Member 1** will begin the event in street clothes (except footwear but socks must be on) behind the start line. (*Remaining team members will be properly dressed in full structural PPE including SCBA [no face piece] in pre-determined locations.*)
- On the command of “GO” **member 1** will quick dress in full PPE including SCBA (no face piece) then proceed to the door prop, pick up the K-12 saw from the staging area, make two (2) simulated downward cuts along the identified area. When cuts are completed the K-12 will be placed back in the staging area and the member can proceed to and **must** tag **member 2**.
- Once **member 2** is tagged they leave their bench and pick up the hose attached to a tire and drag it 25 feet until it completely crosses the marked line. A portion of the tire must remain in contact with the ground for the entirety of the drag. Once it crosses the line **member 2 must tag member 3**.
- Once **member 3** is tagged they leave their bench. **Member 3** crawls along a 50-foot section of 1¾” hose to a victim (no bear crawls allowed). The victim (*110 lb dummy*) will be dragged 10 feet and must completely cross the identified line. Once the victim is across the line, **member 3 must tag member 4**.
- Once **member 4** is tagged they will leave their bench and hit a tire 10 feet using horizontal chops with an (*8 pound*) sledgehammer until it completely crosses the marked line. The sledgehammer will be located inside the tire at the beginning of the event and must be placed back inside the tire once member 4 has completed the tire hitting. Once the tire crosses the line and the sledgehammer is relocated to the center of the tire, **member 4** will crawl through a 24-inch pipe approximately 6 feet long and will then cross the marked finish line.
- Time will stop when **member 4** completely crosses the designated finish line.
- Each participant, with the exception of member 4, will take a seat at the next member’s bench after tagging that member of the team.

## **Penalties (each is 5 seconds)**

1. Leaving the bench or staging box prior to being tagged
2. Any prop that does not completely cross the designated line
3. Not placing K-12 back in the designated staging area
4. Allowing the dragged tire to lose control with the ground

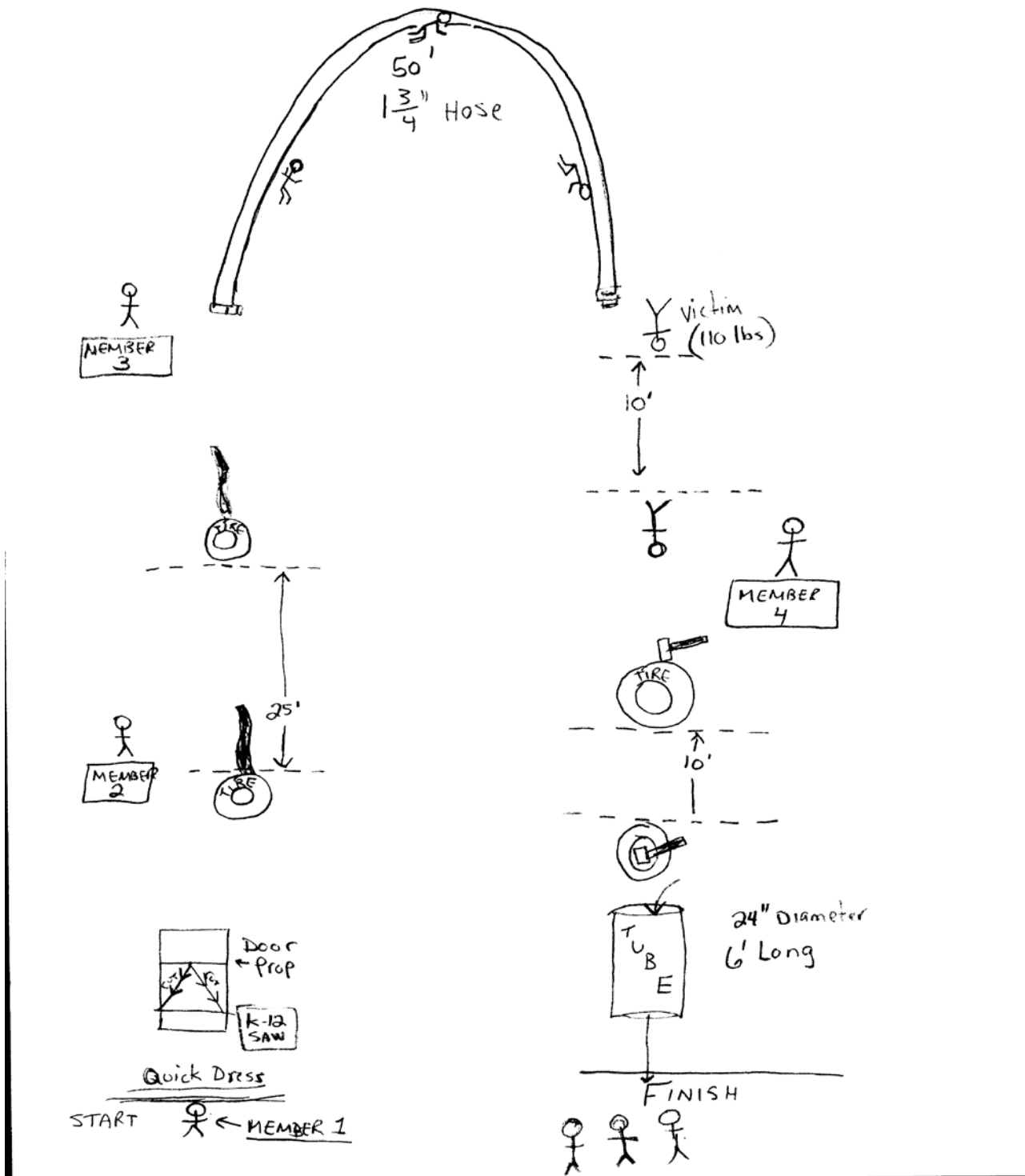
## **Penalties (each is 10 seconds)**

1. Any member not properly dressed
2. Any compromise or loss of any PPE at any time during the drill
3. Losing contact with the hose line (straddling is OK)
4. Failure to maintain control of the sledge hammer
5. Dropping the K-12 saw

*A video demonstration of this event, titled The Cherokee Drill Demonstration – Winterfest 2017, can be found pinned to the top of our Facebook page at: [www.facebook.com/post469](http://www.facebook.com/post469)*

## Cherokee Drill Diagram

*Dimensions and Layout May Change at Winterfest Based on the Event Space Provided*



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# Denver Drill

**Team Event: Walk-up**

**Location: Convention Center**

**Time: See Pocket Guide**

Explorers will breach a wall and rescue a downed firefighter, weighing approximately 150lbs, through a window prop. **Specific details are still being determined for this event.** Please check back for an updated guide at [www.bsawinterfest.org](http://www.bsawinterfest.org)

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# EMS Combat Challenge

**Team Event of 3 people: Walk-up**

**Location: Convention Center**

**Time: Friday night after Fire/EMS team meeting, See Pocket Guide**

## Description:

The objective of this event is for a 3-member team to spinally immobilize a weighted patient and safely move that patient from the starting point to the end point while negotiating obstacles.

- When the challenge starts the team will properly secure the weighted mannequin using a long spine board, c-collar, and spider straps (all provided).
- A ball will be placed on the patient's harness by the team and then the patient has to be safely moved from the starting point to the end point for the event to be completed.
- The event course will have traffic cones forming pathways. The pathways will have obstacles the team will have to negotiate. The team must reach the end of the course safely with their patient.
- The team will be evaluated and scored.
- Score will be tallied and awarded as 1<sup>st</sup>, 2<sup>nd</sup>, and 3<sup>rd</sup> place.

## Competition Rules:

1. SAFETY is of the utmost importance. Team members will conduct themselves in a safe manner at all times. This includes performing proper lifting and moving of the patient as taught in EMS and negotiating the course.
2. Order of competition for each event will be selected on a "First Come, First Serve" basis. The entire team must be present before they can start the challenge.
3. During the challenge, once a team has entered the course they cannot leave the course area until the challenge is completed or the entire team will be disqualified.
4. If an Explorer argues with the judges the team is disqualified. Coaches may confer with judges after completion of an event but professionalism must be maintained.
5. Professionalism will be shown at all times. This means no profanity, arguing with judges, unruly conduct, etc.
6. A maximum of 2 teams per post may compete in this challenge.
7. No explorer can compete with more than one team.

---

# Hazmat Awareness Response

**Team Event of 2 people: Walk-up**

**Location: Convention Center**

**Time: See Pocket Guide**

Explorers will use 2016 ERG (Emergency Response Guide) to handle a tabletop exercise. Each Explorer will also take a 25-question test on the use of ERG.

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## High-Rise Deployment

**Team Event: Walk-up**

**Location: Convention Center**

**Time: See Pocket Guide**

*The sponsors for this event will be present at the event site on Friday night to allow Explorers to practice using the door prop and ask questions.*

### **Objective:**

An engine company, comprised of four Explorers, will perform the appropriate steps for Forcible Entry, a stairwell stretch, and simulate standpipe operations required on high-rise fires. This event not only takes proper skill and patience, but also emphasizes important communication with interior crews.

### **Equipment:**

*Participating Post:* Each Post needs Full PPE, which includes

- Helmet/shields
- Hood, Gloves
- Coat
- Boots
- Pants
- SCBA

### *Event Host:*

- High-rise Pack. Must be 100' connected and bundled together with the straps provided.
  - Two (2) 50 ft. 1 ¾ inch section hose line
  - Fog nozzle
  - Three (3) straps.
- High-rise Bag contains equipment necessary to connect to the Standpipe Prop.
  - Gated wye, (1) reducers, (1) pipe wrench, (2) door chocks, and two (2) spanner wrenches.
- Forcible Entry Tools are to be used with the Door Prop provided.
  - Halligan, Axe, 6 ft. metal New York hook

### **Rules and Procedure:**

1. The On Deck Post needs to pack the High-rise Pack prior to the start of their Event.
2. All equipment and hose packs will be placed into the Event Staging area.
4. The High-rise Pack will be packaged according to the specifications (refer to Equipment) and placed into the designated On Deck Area along with the High-rise Bag prior to the start of the Event.

5. The Event will start with ALL Explorers in a seated position in Full PPE, including SCBA.
6. At the start of "Ready, Set, Go", All Explorers will state "SCBA's are fully charged".
7. One Explorer must check the Forcible Entry Prop door first; Try Before You Pry.
8. Two Forcible Entry Explorers will force the Forcible Entry Prop located at the base of the stairs.
9. The Forcible Entry Explorers will comminute with each other and force the Forcible Entry Prop to a fully opened position while controlling the Prop door.
10. Once the Forcible Entry Prop is opened skillfully, the two Forcible Entry Explorers will step aside and allow the Standpipe Explorer to report to the Standpipe Prop.
11. The Forcible Entry Explorers will also allow the High-rise Pack Bundle Explorer to proceed into the stairwell. The Explorer carrying the High-rise Pack will deploy it to the appropriate location.
12. The Standpipe Explorer will simulate flushing the connection by opening the valve four turns. After opening the standpipe, the Explorer must yell, "Standpipe is flushed". The valve must be then closed with four turns.
13. The Standpipe Explorer will connect the Y-gate to the Standpipe connection.
14. The Standpipe Explorer will connect the male coupling of the High-rise Pack to the Y-gate.
15. The Standpipe Explorer will yell, "Ready for Water?" to the other Explorers.
16. The other Explorers must yell back "Send the water" when they have the High-rise Pack deployed for firefighting.
17. The Standpipe Explorer will turn the Standpipe valve on four turns and open the Y – gate. The Standpipe Explorer must yell back "How's your pressure?"
18. The nozzle Explorer must yell back "Pressure's good!" At that time the Standpipe Explorer will report to the balance of the Explorer crew.
19. The Explorers will advance by crawling to the finish line. Once all Explorers cross the finish line, time is stopped. All Forcible Entry tools must also cross the line.
20. The nozzle Explorer must have nozzle in the open position at the end of the event.

#### **10 second Penalties for each of the below**

1. Failure to be in proper PPE throughout event. Examples; helmet falling off, taking off gloves, etc.
2. Not controlling Forcible Entry equipment to a reasonable standard.
3. Failure to take Forcible Entry tools over the finish line. This does NOT include the Standpipe Bag.
4. Failure to check SCBA pressure prior to making entry.
5. Failure to check door: "Try Before You Pry".
6. Standpipe is not Flushed.
7. Standpipe is not turned on 4 times.
8. No verbal confirmation about "Flushing".
9. Does not yell "Ready for Water".
10. Does not yell "Send Water".
11. Does not yell, "How's your pressure?".
12. Does not yell "Pressure is good".

#### **2 Minute Penalties for each of the below**

1. Does not connect 1 ¾" to Y gate.
2. Does not connect Y gate to Standpipe.
3. Does not have nozzle open at finish line.
4. Obvious knots and/or obstructions of the hose line.
5. Y – gate in closed position.

### **Disqualification from Event**

1. Kicking in the Forcible Entry Door.
2. Profanity/ Unsportsmanlike Conduct.
3. Not completing the event.
4. All Explorers not crossing Finish Line.
5. Throws equipment purposeful.

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## **Rapid Dress – Team and Individual**

***Team Event of 4 people: Walk-up***

***Location: Convention Center***

***Time: See Pocket Guide***

### **Description of event**

This is a simulated event that represents the explorers readying themselves for structural firefighting.

### **Rules:**

Individual and team timing will be done at the same time. This event requires 6 timers. Each competing Explorer will have an individual timer. In addition, there will be a timer from the participating post and one from the upcoming post to help with the overall timing of the team. Competing post will be on a first come first serve basis. Each post advisor will fill out a card consisting of each Explorer's first and last name, the competing post name, and post number and council.

1. Each team will consist of 4 eligible Explorers.
  1. No more than 2 teams will be allowed to compete from each post.
  2. If the competing post has less than 4 members participating, then there will be no team time but each Explorer will have an individual time. Any extra members will be allowed to participate in individual times only.
  3. Each Explorer is only allowed to participate once.
  4. Four (4) chairs will be placed in a line facing another set of 4 chairs for the next participating post.
  5. Only one post will be competing at one time.
  6. Participating Explorers will have an individual timer in front of them.
  7. The hosting post will supply 4 packs that will be ISI Ranger training packs with steel bottles without air in them for safety purposes.
  8. Face pieces will not be needed.
  9. Post are allowed to bring their own SCBA packs that they have been practicing with as long as they were, or are, NFPA compliant packs. Regulators can be removed to prevent injury or damage to equipment.
  10. Explorers will be allowed to position their gear and packs as needed in any fashion they wish after their SCBA packs are inspected.
  11. For safety "no Explorer" will be allowed to don their SCBA packs over their heads unless their helmets are affixed to their head.
  12. SCBA packs will have all straps extended to their maximum position and will be inspected by the Explorer's individual timer. Once the timer has checked the pack, the

Explorer will then be allowed to reposition the pack but must not touch the straps on the SCBA pack.

13. The Explorer at this time will be asked about any problems with their gear and that will be communicated to their individual timer.
14. The four (4) competing Explorers will then be instructed to be seated in their chairs with their backs against the upright of the chair before being allowed to lean forward in their ready position. Explorers will not be allowed to touch their gear until they are given the go command. The command will be as follows: "Ready, Set, Go". Explorers will then don all protective equipment including their SCBA.
15. Once the explorer has completed donning their equipment the timer will stop the clock when the Explorer claps their hands together. Once this happens the Explorer will then raise both hands above their head for inspection. Gear cannot be touched until the timer has inspected the key items on the scoring sheet.

### **Scoring Sheet penalties**

- Gloves not fully on – 5 sec
- Jacket not fully zipped up – 5 sec
- 2 means of closure on jacket – 5 sec
- 2 means of closure on pants – 5 sec
- Helmet strap not correct – 5 sec
- Straps on air pack not reasonably tight – 5 sec
- Hair showing from flash hood - 5 sec

### **List of equipment**

- 4 folding chairs
- 4 compliant SCBA packs (regulators can be removed)
- Structural firefighting boots
- Structural firefighting pants
- Structural firefighting jacket
- Structural firefighting flash hood
- Structural firefighting helmet (shield can be removed)
- Structural firefighting gloves

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## **Rapid Rescue and Resuscitate**

***Team Event of 4 people: Walk-up***

***Location: Convention Center***

***Time: See Pocket Guide***

### **Objectives:**

The purpose of this event is to test the individual's mental endurance, and the team dynamics at the most stressful time on the fire ground (Firefighter Down). This event simulates a fire crew managing a downed firefighter that goes into cardiac arrest.

This event will be set up with two firefighters at the nozzle with a mannequin and two outside as the rapid intervention crew. Time will start on the "GO" command, at which time one of the firefighters at the nozzle will shout "Mayday, Mayday, Mayday! Firefighter Down." At this point, the Rapid Intervention Crew (of two) will then crawl, following the hose line and make their way

to the downed firefighter. After the 'Mayday' is called, the initial group of two at the nozzle can begin *packaging* the downed firefighter.

Packaging the downed firefighter will consist of:

- Opening the bypass valve on the downed firefighter's regulator.
- Securing the waist strap by placing it underneath one of the downed firefighter's legs, and reconnecting it.

Once the downed firefighter is secured using the above method, the remaining crew members must drag the downed firefighter along the hose line and across the start/finish line. Once all members are across the start/finish line you may begin your firefighter CPR as demonstrated in the following video: <https://bit.ly/FDCPR>. Time will not stop until both hands/arms are pulled completely out of the jacket, and compressions are resumed. Each penalty constitutes 10 seconds added to your final time.

Penalties will be issued for the following violations.

- Failing to verbalize the Mayday call
- RIC starting before the Mayday is called
- Standing up before crossing the start/finish line
- Not packing the downed firefighter properly
- Not crossing the line with the downed firefighter
- Not completing a step in the CPR
- Anytime CPR is stopped, once it has been started, except when the jacket is removed from the victim in the final step
- Any unsafe act

Participants must wear full PPE with an air pack until they cross the start/finish line with the mannequin at which time participants may remove whatever they deem necessary.

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## Street Survival Class

***Individual Event: Walk-up***

***Location: Convention Center***

***Time: See Pocket Guide***

This will take place on Friday. Details are still being determined for this event. **Please check back for an updated guide** at [www.bsawinterfest.org](http://www.bsawinterfest.org).

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## Triple Lay

***Team Event of 4 people: Walk-up***

***Location: Convention Center***

***Time: See Pocket Guide***

This event is performed using a hose bed prop and 6-foot tail section of 1.5 or 1.75 inch hose that will already be connected, three 50 foot joints of 1.5 or 1.75 inch hose, and a nozzle. The prop represents an engine cross lay bed. The hose bed itself is 80 inches long, 10.5 inches wide, and 10.5 inches high. The prop itself sits on the floor and a person of average height can comfortably load hose without having to kneel over or stretch high.



**Event Description:**

The four-man team will have pre-rolled the three sections of hose however they wish and the sections of hose along with the nozzle will be placed in a marked area on the floor. No flaking of the hose and no throwing the hose will be allowed. No running during the event is allowed. When time starts, the team can assemble the hose and nozzle however they wish, as long as the three-layer loop with an S shape and the nozzle attached is accomplished, with the nozzle on top. The 6-foot tail section will already be connected and the hose sections will then be connected to the tail section by the team. The instructions for a Triple Lay load are included in *NFPA Fundamentals of Fire Fighter Skills Third Edition*. When loading the triple lay onto the hose bed, the entire length does not have to be picked up, but can be dragged along the floor to the hose bed, since this is only a four-man team.

Neatness does count. Both sides of the triple lay, when laying in the hose bed, should be identical. In other words, if you have extended loops of hose on one side of the hose bed on the bottom layer, then the other side should be the same. Folds should be as neat as possible and should be in the same location as practicable.

Once the triple lay is loaded properly, the judge will give the signal immediately and the team should deploy the hose lay correctly. The team should grasp the nozzle and top fold of hose, and walk away from the hose bed until the entire load is out of the bed. When the load is out of the bed, the cadet should drop the fold and extend the nozzle the remaining distance. The team will be required to stretch the hose line out to the 140 foot mark. At that point, time will stop.

In this event the proper loading and deployment of the hose lay is key. Each team that performs each aspect of the load correctly will then be judged on its time.

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## **“Z” Drag**

***Team Event of 4 people: Walk-up***

***Location: Convention Center***

***Time: See Pocket Guide***

**Scope:**

The purpose of this event is to expose the Explorer to the basics of ropes and knots as well as the basic rigging of a 3:1 mechanical advantage.

**Equipment:**

200' Rescue Rope

2 Pre-tied Prussic Knots

Anchor Straps (i.e. Webbing)

3 Carabiners

2 Single Sheath Pulleys

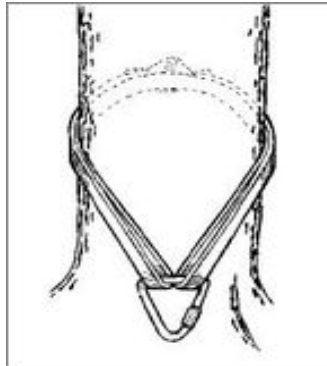
1 Rescue Dummy “pre-rigged harness”

This event consists of a team of 4 and is timed in a traditional manner from the words “Ready, Set, GO”. Once this command is given “all work can be completed simultaneously”.

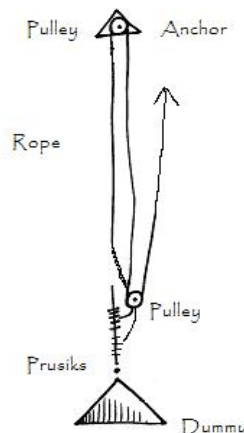
**Clothing Requirements:**

This is conducted in turn out gear with no air packs. The system may be constructed with no gloves; however, all Explorers must don their gloves prior to hauling on the mainline to move the dummy.

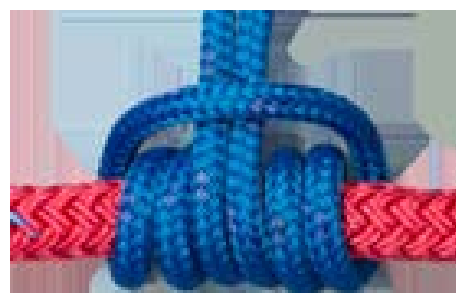
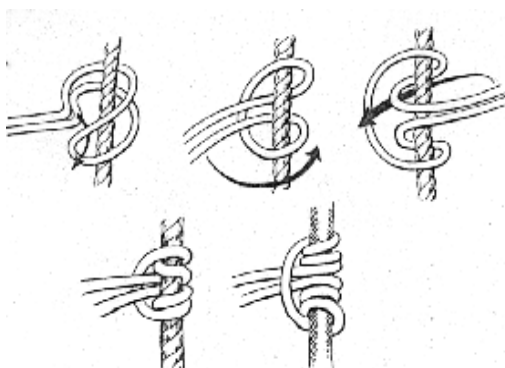
**Explorer 1** - Responsible for completing the anchor in any manner possible with the webbing provided and a carabiner. The anchor will be marked. There are many different anchors so any anchor that the competing Post feels comfortable using for the purpose of this event will be fine. Use a Water Knot if the webbing is going to be tied together in a loop.



**Explorers 2 & 3** - Use the rescue rope and pulleys to construct a 3:1 mechanical advantage or “Z” drag in a manner that it can be “piggy backed” or attached to an existing line that will be pre-attached to the rescue dummy. The rescue rope will not have a knot tied in the end. We will accept either a bowline knot or a figure 8 on a bite. Both knots will require a safety.



**Explorer 4** – Uses the two pre-tied prussic “1 short and 1 long” provided to apply triple wraps to the rope that will be coming off of the dummy allowing the mechanical advantage to be hooked up.



**Note: Even though the Explorers have different pre-determined tasks, any participant on that team may make the connection of the different parts. (i.e. the anchor to the 3:1 and the 3:1 to the prussic.)**

Once the 3:1 system is completed the entire team hauls the dummy to a predetermined location on the floor marked by tape. The tape is at a distance so that the Explorers will not have to reset the system. It will be one continuous pull and the time stops once the dummy's feet cross the tape.

**Penalties (in seconds)**

- Carabiners not locked +5
- Improper Knot on Mainline  
(Incorrect knot and/or the absence of the safety knot) +5
- Not donning gloves prior to hauling rope +5
- Prussic improperly placed "short versus long" +5
- Improper 3:1 System +10

As long as it is a 3:1, you can rig it how you would like. Penalties are assessed for example if you rigged a 2:1 with a change of direction or something other than a 3:1.

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# Law Enforcement

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## Accident Investigation

***Hosted by the Fuquay-Varina Police Department (NC)***

***Team Event: Registration required***

***Location: Convention Center***

***Time: Based on registration***

The team will respond to a traffic accident involving a vehicle and a pedestrian (fatality). Grades are based on the assignment of responsibilities at the scene, techniques of accident investigation, field sketch, interview of the driver or witnesses, accident report, and traffic citations issued, if required.

The vehicle will simulate a collision with a pedestrian, using taped or real skid marks, debris, and a pedestrian dummy. The team will be provided with measuring devices, notepaper, writing utensils, traffic citations, and an accident investigation notebook. You will have 30 minutes to complete the competition.

**The Fuquay-Varina Police Department will be hosting this event and is based out of North Carolina. They will be able to provide report documents from North Carolina. If you are not based out of NC, be sure to bring some copies of your state's accident report form in case you are selected for this event.**

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## Active Shooter

***Hosted by the Rockdale County Sheriff's Office (GA)***

***Team Event: Registration required***

***Location: Convention Center***

***Time: Based on registration***

The scenario will require Patrol's response to an Active Shooter in a school or public building. The active shooter will not be contained and poses an imminent risk of death or serious injury to potential victims. The scenario will be a dynamic situation that requires an immediate deployment by first responding Patrol Officers and will be evaluated using the National Tactical Officers Association's standards of Patrol Response to Active Shooter.

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## Advisor Tactical Fitness

***Hosted by Gwinnett County Sheriff's Office (GA)***

***Event: Walk-up***

***Location: Convention Center***

***Time: See below for details***

This event will be held on **Friday from 1400-1800 hours only**. One advisor from each Law Enforcement and Fire Explorer agency may participate. Explorers may participate on Friday in lieu of Saturday as long as there is available time to compete. The hours for the Explorers on Saturday will be from 0900-1600 instead of 0800-1700. Any assistance from

an advisor to assist in managing the drill and encouraging the participants would be greatly appreciated.

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## **Bomb Threat Response**

***Hosted by the Bureau of Alcohol, Tobacco, and Firearms***

***Team Event 2-4 people: Registration required, only 16 teams may compete***

***Location: Convention Center***

***Time: Based on registration***

Each team will consist of two (2) to four (4) explorers. The explorer team will be acting as patrol officers, not as an EOD team or bomb squad, responding to a reported bomb threat. The team will be graded on their:

- 1) Response and arrival
- 2) Their preliminary investigation with persons on the scene
- 3) Decisions to (and methods of) investigation, evacuation, search, re-occupancy, and summons of additional resources,
- 4) Decisions and procedures if/when a suspicious device is located
- 5) Conclusion of the scenario. The majority of the scenario and scoring for this event will follow the *Learning for Life Study Guide* for Bomb Threat Response.

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## **Burglar Alarm Response**

***Hosted by the Cedartown Police Department (GA)***

***Team Event: Registration required***

***Location: Convention Center***

***Time: Based on registration***

Explorers will get a call to a burglar alarm, find an open door, and have to clear the building and look for signs that someone may have entered the building. There may or may not be a suspect inside.

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## **Crime Scene Competition**

***Hosted by the White House Police Department (TN)***

***Team Event 2-4 people: Registration required***

***Location: Convention Center***

***Time: Based on registration***

Teams will consist of two (2) to four (4) explorers. Each team will have 30 minutes to process the crime scene based on the scenario. Each team member should be familiar with all aspects of crime scene processing.

All materials will be provided by the host agency. ***Red guns ARE NOT required.***

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# Crisis Negotiation

***Hosted by the Jasper County Sheriff's Office (GA)***

***Team Event of 4 people: Registration required***

***Location: Convention Center***

***Time: Based on registration***

Your shift has been dispatched to a residence where a known emotionally disturbed person has been living. The caller is believed to be that person and continues to speak about hurting themselves or others. Participants must make contact with the caller and determine what steps to take for a successful resolution of the incident. 4 Explorers, working in two person teams, will handle the incident. The event will take approximately 20 total minutes with evaluation and Explorers should wear full duty belts with red/ blue/ orange guns and handcuffs.

Participants will be graded on their approach and overall officer safety, communication (both with the suspect and each other), their ability to mitigate the situation without injury and their attention to detail. An unsuccessful resolution will be considered as one where there is loss of life.

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# Domestic Violence

***Hosted by the Paducah Police Department (KY)***

***Team Event: Registration required***

***Location: Convention Center***

***Time: Based on registration***

This competition will be graded on the following:

1. Officer Safety;
2. Separation, mediation, and interview skills;
3. Determination of a primary aggressor, if there is one;
4. Handcuffing technique;
5. Collection of evidence; and
6. Whether the victim was advised of available services. If the arrest is made, on what charge(s) and why?

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# Drug Identification

***Hosted by the Union County Sheriff's Office (TN)***

***Team Event of 2 people: Registration required***

***Location: Convention Center***

***Time: Based on registration***

The team will consist of (2) two explorers. This is a 15-minute time limited event. The team will be placed in a room at a table with a photo album book, drug identification bible and an answer sheet. The team will work together to identify photos of pharmaceutical and narcotic drugs that are numbered in the photo book. A drug bible will be provided for each team during the event. (It is suggested that the teams study and learn how to use a drug identification bible).

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## **DUI Traffic Stop**

***Hosted by the Union County Sheriff's Office (TN)***

***Team Event min of 2 people: Registration required***

***Location: Convention Center***

***Time: Based on registration***

The team will consist of at least 2 Explorers, (a back-up car of 1 or 2 Explorers is optional). No more than 4 Explorers on this team. This is a 20-minute time limited event. It should be noted that the sobriety evaluations will follow the current National Highway Safety Administration (N.H.T.S.A.) standards, such as the Horizontal Gaze Nystagmus (HGN), Walk & Turn, and One Leg Stand. Each team will be given a written out scenario showing the events leading up to the traffic stop and time will start when the team gets out of the patrol car, which will already be positioned behind the suspect vehicle. The suspect may or may not be simulating an intoxicated driver and the team must react to the scenario as it develops. The judges will be looking for the following: Proper Approach, Contact/Cover, and Verbal Skills with suspect, Communication with each other, Observation Skills, Investigative Skills, Arrest Techniques, Overall Officers Safety, Vehicle Inventory and Communications with Dispatch throughout the event. (Judges will be your dispatch).

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## **Emergency Vehicle Operations Course**

***Hosted by the Springfield Police Department (TN)***

***Individual Event (must be at least 16 with license): Walk-up***

***Location: Parking deck (lower level, located at 955 Parkway)***

***Time: See pocket guide***

This will be a precision driving course. Vehicle that will be used is a Kawasaki Mule 550. Explorers will negotiate turns, an offset alley, a 180 degree turn and parallel parking. There will be required stops.

Participant's requirements:

1. At least 16 years of age with a driver's license.
2. Participants must wear a helmet and seat belt. (Provided)
3. An advisor will be required to ride with the participant.

Grading will be timed and a five second deduction will be made for each cone that is hit. One practice run will be allowed per participant. This will be a walk-up event and only one Explorer per post will be allowed to compete due to trying to fit approximately 80 posts into an 8-hour period.

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## **Felony Traffic Stop**

***Hosted by the Snellville Police Department (GA)***

***Team Event of 2 people: Registration required***

***Location: Convention Center***

***Time: Based on registration***

You and your partners have been dispatched to a reported armed robbery at a local bank. You receive a lookout on the vehicle and at least two armed suspects. While in route to the



call, you observe a vehicle matching the description coming from the location. You and your secondary unit initiate a felony traffic stop on the vehicle.

You will be graded on how safely you remove the occupants utilizing proper cover and contact officers. In addition, you will be graded on proper person and vehicle search techniques. This exercise utilizes two patrol vehicles operating as two-man units. You are expected to safely execute the stop from beginning until vehicle impound.

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## Individual Tactical Fitness Challenge

***Hosted by the Gwinnett County Sheriff's Office (GA)***

***Individual Event: Walk-Up***

***Location: Convention Center***

***Time: See pocket guide***

Only **one (1)** Explorer from a Post will be allowed to compete as part of the timed competition. You will not be scheduled, as it is now a walk-up event. Fire/EMS Explorers will also be competing in this competition. The event on Saturday is available to Law Enforcement and Fire Explorers only.

**Tasks:** Review the booking wanted photo. Attempt to complete the following maximum number of correct chin ups, carry battering ram 45 yards, sit ups, pushups, squats, drag dummy 10 yards, and identify the suspect in the wanted photo. The event is timed and the Explorer will have to make critical decisions effecting time versus proper completion of tasks.

**Standards:** GCSO Deputy Sheriffs will monitor the event. The head evaluator will act as chief safety officer. An evaluator will be at each station to monitor the explorer's performance. Explorers participating will be given a briefing prior to the event to assure that the event standards are understood. The explorer will be given the instructions briefing one time and one time only. Once the brief is completed, no other questions will be answered.

**Briefing:** This is the Tactical Fitness challenge. This event is designed to test your physical fitness level, ability to think under stress, time management and raw drive to overcome. The event timed is separated into 10 tasks. **TIME IS ESSENTIAL.** You will be assessed from the time you cross the start line until you cross the finish line. You will be required to stop at each station and attempt each task but it is not essential that you complete each task. At most stations you will be allotted 30 seconds to complete a task. Though if you choose to skip or partially complete a task, you will receive less bonus points.

The event is timed. To gain a competitive score, the explorer will have to sprint 50 yards between evaluation stations and perform the maximum exercise repetitions. **NO HORESPLAY or UNSAFE ACTS** will be tolerated.

- **Starting Line:** The event time starts now. The explorer will be shown the booking photo for 5 seconds. The explorer will go to the pull up area and be told when to begin.

- **Station 1 (chin ups):** The explorer will be allotted 30 seconds to perform a maximum number of proper chin pull ups in 30 seconds. After 30 seconds, the explorer will be given the time warning and instructions to move to station 2.

**Proper Chin Ups execution** - Grab a chin up bar with an overhand grip (**palms forward**) and your hands slightly more than shoulder-width apart, and ankles crossed. Hang with your arms straight. Pull yourself up, and then lower back to the starting position. Each time the body goes up, and your chin goes over the bar will be 1 rep will be counted. You may rest in the down position but ankles must remain be crossed. You may kip, but once ankles uncross, you begin to bicycle or let go of the bar this part of the event is over.



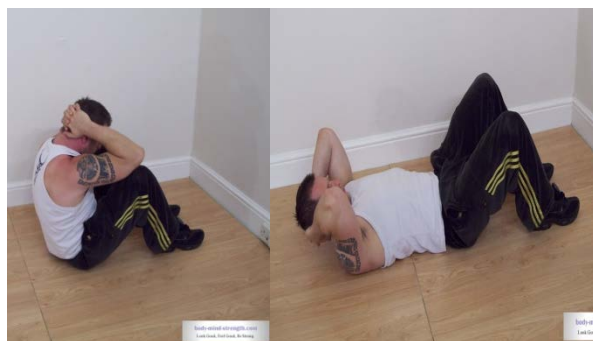
- **Station 2 (battering ram carry):** The explorer will then carry a battering ram 50 yards. The explorer will follow the traffic cones for the designated route. The explorer will move to station #3.
- **Station 3 (pushups):** At the arrival of the station, the explorer will be allotted 30 seconds to perform the maximum of proper pushups. After 30 seconds the explorer will be given the time warning. After the completion, the explorer will be given instructions to run the cones course and return back to station #4

**Proper Push Ups execution** - Assume the classic pushup position (legs straight, hands beneath your shoulders). Keep your body rigid, bend your arms and lower yourself entire body as a unit, until your chest is just off the floor, upper arms parallel to the ground. Push back up until your arms are extended again. Each time you go down it is counted as 1 repetition. You may rest ONLY in the up position. If at any time any part of your body (except hands or feet) touches the ground this portion of the event is over. Upper body “worm” styled pushups and half pushups (not going all the way down or up) WILL NOT BE COUNTED.



- **Station 4 (Shooting Event):** The Instructor will shout out a color. Using an airsoft rifle the explorer will then proceed to knock down three targets of the same color. The explorer will be standing approximately 10 yards from the targets behind a table. Eye protection will be made available and must be worn while shooting. The explorer will move to station #5.
- **Station 5 (sit ups):** The explorer will be allotted 30 seconds to perform the maximum of proper sit ups. After 30 seconds, the explorer will be given the time warning. After the completion the explorer will be given instructions to run the cones course and return to station #6

**Proper Sit up execution** – Start with knees bent and hands behind head. Using your abdominal muscles, sit up and touch your elbow to your thighs. Lower your body back down, with shoulders touching the ground. This is counted as 1 repetition. **You may rest only in the up position, and your elbows must touch your thighs for repetitions to count.** Hands must remain in contact with head at all times. If hands come away from head or you rest in the down position the event is over.



- **Station 6 (Shooting Event):** The Instructor will shout out a color. Using an airsoft rifle the explorer will then proceed to knock down three targets of the same color. The explorer will be standing approximately 10 yards from the targets behind a table. Eye protection will be made available and must be worn while shooting. The explorer will move to station #7.

- **Station 7 (squats):** The explorer will be allotted 30 seconds to perform the maximum number of squats. After 30 seconds the explorer will be given the time warning. After the completion the explorer will be given instructions to run the cones course and return to station #8.

**Proper Squat execution** - Grab a 10 lb. dumbbell and stand holding it vertically, by one end, against your chest (**weight must remain above the waist line**), this is the ready position. With your elbows pointing down, bend at the hips and knees to lower your body until your thighs are at least parallel to the floor (elbows will touch knees). Return to the start. Down and up is counted as 1 repetition. You may rest in the up “ready” position. Once dumbbell comes out of hands (dropped, or any portion falls below the waist line) or you come out of the ready position, the event is over.



- **Station 8 (Shooting Event):** The Instructor will shout out a color. Using an airsoft rifle the explorer will then proceed to knock down three targets of the same color. The explorer will be standing approximately 10 yards from the targets behind a table. Eye protection will be made available and must be worn while shooting. The explorer will move to station #9
- **Station 9 (Defensive Tactics\Redman suit):** Using a rubber baton and proper commands, the explorer must demonstrate knowledge of defensive tactics by delivering 10 strikes to the designated areas (arms, back, legs, or chest) in 30 seconds. Any strikes to the head or losing the baton will add ten seconds to the overall time. Failure to deliver 10 strikes in the allotted time will result in an incompleteness for this station only. (Note): The instructor will not go on the offensive for obvious safety reasons but, will charge the explorer in an attempt to take his or her baton.
- **Station 10 (dummy drag):** The explorer will drag a dummy 20 yards. The explorer will be given instructions to run the cones course and return back to the starting line

- **Station 11 (Suspect ID):** The Explorer will correctly identify the suspect that was in the wanted photo from a photo lineup. Once the suspect is identified the time will stop.

**Scoring.** You will be evaluated on the overall time it takes to complete the event.

- YOU MUST ATTEMPT EVERY STATION, but it is not essential that you complete the task or continue working the entire time. You will receive a time bonus of one (1) second for the proper number of repetitions completed at the push up, sit up, pull up and squat stations.
- On the exercise stations FAILURE TO ATTEMPT at least one (1) rep of the exercise **or leaving prior to 30 seconds** will result in a NO GO for that station.
- On the shooting stations failure to knock down all three targets will result in a NO GO for the station.
- On the dummy drag & battering ram stations, failure to cross the completion line will result in a NO GO for that station.
- On the suspect ID Station, failure to identify the correct suspect will result in a NO GO for that station
- Receiving more than one (1) NO GOs will result in overall disqualification from the event.
- During defensive tactics the explorer must maintain control of his/her baton. Failure to do so will result in a NO GO for that station.
- In the event of a tie, competitors will be given a chance to perform the max number of pull ups. This run-off event will not be timed. The competitor that performs the most proper pull ups will be deemed the winner. If there is a 3-way or greater tie the same run off tie-breaking event will be used. If there is a tie on the run-off, competitors with the same number of pull-ups will participate against each other for their standing.

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## Mass Casualty

***Hosted by the Bureau of Alcohol, Tobacco, and Firearms, Gwinnett County Fire Department and Gwinnett County Sheriff's Office***

***Team Event: Registration required***

***Location: Convention Center***

***Time: Friday night between 1300-1800***

This event will be scheduled on Friday only between the hours of 1300-1800. The mass casualty event will involve one or more active shooters entering the convention center during a conference attended by hundreds of individuals. There may be one or more shooters. Fire and Police Explorers will attend a 30-minute briefing, complete the exercise, and proceed to a debriefing. Police Explorers will go into the exercise as Team 1. Team 2 will consist of a tactical medical rescue team involving Fire Explorers with a police escort while the scene is still ongoing. Team 3 will include additional Fire and Police Explorers as needed if Team 1 is still engaged with the shooters. Additional Explorers will be placed throughout the long hallway in multiple rooms and will role-play as victims. Fire Explorers will be required to treat the injured and Police Explorers will assist in getting the wounded

out of the danger zone safely. Police Explorers will be using red guns but audio recordings of actual gunfire will be playing throughout the exercise. A training video will be sent out in a few months showing exactly what the Explorers will be expected to do during the exercise. One exercise will run at least every 30 minutes during that time frame to allow all Explorers a chance to participate. If enough Explorers attend the event, we may be able to run two exercises simultaneously.

---

## Officer Down

***Hosted by the Gilmer Co SO (GA)***

***Team Event of 2-4 people: Registration required***

***Location: Convention Center***

***Time: Based on registration***

An officer responded to a domestic disturbance in progress. Communication is lost with the responding officer after his arrival on scene. Explorers are dispatched and respond to the scene for backup. Upon the explorer's arrival, they observe the following: An officer down with a bloody knife beside him, an unknown handcuffed male and a unknown female trying to assist the handcuffed male.

Scenario graded on the following: officer safety, scene management, verbal commands, contact and control with suspect(s), assisting the down officer, communication with the dispatch center.

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## Officer Survival

***Hosted by the Paulding County Sheriff's Office (GA)***

***Individual Event: Registration required***

***Location: Convention Center***

***Time: Based on registration***

The Explorer will complete a practical exercise designed to evaluate the Explorer's decision-making and physical skills needed to deal with violent encounters. The Explorer will deploy various tools they commonly carry to react to possible escalation and de-escalation of force. The Explorers may be evaluated on one or more of the following topics relevant to Officer Survival:

- Weapon Retention
- Arrest and Control Techniques
- Dealing with Multiple suspects
- Edged weapon defense
- Operating in Low Light Environment
- Use of Force Law (Based on the Explorers home state)

The Explorers will be responsible for bringing duty gear and other items they feel necessary to successfully complete the scenario. Only ONE Explorer per post will be eligible to compete.

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# Shoot/Don't Shoot

***Hosted by Bay County Sheriff's Office (FL)***

***Individual Event: Walk-up***

***Location: Convention Center***

***Time: See pocket guide***

Event will be open to all individuals attending Winterfest. Please compete only once to give other Explorers the opportunity to compete.

---

# Suspicious Death

***Hosted by the Morgan County Sheriff's Office (GA)***

***Team Event: Registration required***

***Location: Convention Center***

***Time: Based on registration***

You will enter a suspicious death scene. Your role is to interview witnesses, observe the crime scene, and identify aspects of the scene that are important in solving a potential crime. You will need to make an initial finding of manner of death based on all the information each Explorer has identified. A graphic crime scene will be recreated using props and photos from a real crime scene. The Explorers will be graded on communication with team members, strength of the individual taking control of the scene, and their observation, analytical, and interview skills. Only 16 teams will be selected for this 30-minute competition. If you believe your Explorers would have trouble dealing with the graphic photos or props, please note that in the comments section.

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# Uniform Inspection

***Hosted by the Spartanburg Co SO (SC)***

***Team Event of 4-6 people: Registration required***

***Location: Convention Center***

***Time: Based on registration***

Only two categories of uniform competition are graded Class A and Class B. Only one team, which may consist of 4-6 members, per each Post may compete. Ten minutes is allotted for each team.

Upon entry into the room, consideration is given for mode of entry and line-up. This includes military preparatory commands (dress, left-face, right-face, etc.). Major emphasis is given towards professionalism and command performance. Exclusions for competition will be denim, corduroys, and sneakers. Judges are looking for how the post handles themselves and how the uniforms are kept overall as opposed to elements and worth of the items. In other words, posts need not have expensive and fancy uniforms to compete. Well-kept and groomed uniforms are the key element of this competition.

A copy of your post's uniform standards should be provided prior to competition, if available. If not, a copy of your agency's standards should be provided with your registration if those are the standards your post follows. Explorers may be asked questions during the competition to clarify uniform questions. An understanding of departmental or Explorer policy standards would be beneficial for grading.

## **Standards and Grading Specifications:**

### ***Category I: Overall Appearance***

- A. Neatness
- B. Cleanliness
- C. Professionalism

### ***Category II: Grooming***

- A. Hair and nails
  - 1. Hair must be off collar, nails trimmed,
  - 2. Females, proper hair pinning, no nail polish
  - 3. Males must be clean-shaven and no hair on ears

### ***Category III: Equipment***

- A. All pins and chevrons must be placed accordingly
- B. All equipment must be clean and ready for inspection
- C. Shoes must be edge dressed
- D. Uniforms must be free of lint and strings (Irish pennants)

### ***Category IV: Accessories***

- A. Uniforms must be free of all items in pockets unless it is issued equipment

### ***Category V: Command Performance***

- A. Does the uniform command respect?
- B. Is it worn well by the individual representing their agency with the utmost respect?
- C. Is the uniform an appropriate representation of a police explorer?
- D. Entry and exit into the competition room was with military style and commands
- E. Is the Explorer able to answer questions regarding the policies and standards of the uniform?

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## **Unknown Trouble**

***Hosted by the Chattanooga Police Department (TN)***

***Team Event: Registration required***

***Location: Convention Center***

***Time: Based on registration***

This competition will rely on and test problem solving skills, communication skills, teamwork, and office safety. This is meant to be a “think on your feet competition.”

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## **Use of Force-Red Man**

***Hosted by the Frankfort Police Department (KY)***

***Individual Event: Registration required (only 24 slots)***

***Location: Convention Center***

***Time: Based on registration***

One explorer from the post will do the event. Each participating explorer must sign a waiver /release that is also signed by a guardian and witnessed. Waivers will be either emailed or mailed prior to the event and will need to be turned in before any explorers can participate. Participants must bring a mouthpiece. Scenarios will last 20 minutes.



Explorers need to be in good physical condition with no health issues. Participants will be exercised prior to the event to raise the heart rate.

Each Explorer must be versed in application and use of force including intermediate weapons, deadly, and hands on. Abilities need to include Verbal commands and how to defuse a volatile situation.

Duty belts will be required, red guns will be available if needed, and any other items will be provided if necessary for the event.

No weapons of any kind will be allowed in the event room.

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## **Warrant Service**

***Hosted by the Mauldin Police Department (SC)***

***Team Event of 2-4 people: Registration required***

***Location: Convention Center***

***Time: Based on registration***

Each Post may enter one team consisting of two (2) to four (4) members. The team will be given an account of the incident (forcible felony) and a CI (that has been proven reliable), they will need to draw a warrant affidavit and present it to the Judge for a warrant. When proper Probable Cause exists, they will be given the warrant to serve on the suspect's residence.

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## **Written Exam**

***Hosted by the Gwinnett County Sheriff's Office (GA)***

***Individual Event: All Posts will be registered***

***Location: Convention Center***

***Time: Saturday morning***

Each post will be scheduled for the written exam. Only one Explorer per Post will be allowed to compete.

The test will consist of 40 multiple-choice questions. There is a 30-minute time limit. All questions will be general law enforcement based on current practices and case law. Several questions will be taken from the 2016 Emergency Response Guidebook. The Explorers will be given a code number or description. The Explorer will need to determine if it would be safe to approach the scene based on the potential hazard. If possible, please send the Explorer with a book as we have a limited supply. The phone application will not be available.

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# Shooting Sports Events

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## Air Pistol Range

A big hit in past years, this indoor range will be set up to try your aim at targets in our indoor Shooting Range. We will keep scores of the sharpest shot and give out awards on Saturday night.

You can find the shooting range in the Convention Center.

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## Archery Competition and Match Shoot

***Individual Event: Walk-up***

***Location: Convention Center***

***Time: See Pocket Guide***

### Rules:

This is an individual competition

3 shots per archer

Targets will be 3-D and paper

Scoring may only take place once

60 second time limit

Targets will be shot in order

Ties will be broken with highest scoring arrows

Ex. (A)  $6+10+5=21$  (B)  $8+8+5=21$  A is winner

Three places will be awarded: 1<sup>st</sup>, 2<sup>nd</sup>, 3<sup>rd</sup>

### Scoring

Bear: 5 points body, 6 points inside large area, 8 points small area

Deer: 5 points body, 8 points inside large area, 10 points small area

Multicolor target will be ring value with a bonus dot in the blue rings worth 14 points

Headshots will be deducted 5 points from total score

Headshots are anything from ears forward

0 points for targets shot out of order

Bounce outs will be re-shot with no time limit

Total score based on 3 shots

Total possible score= 31

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## Archery Free Shoot

***Individual Event: Walk-up***

***Location: Convention Center***

***Time: See Pocket Guide***

Anyone registered youth or adult can walk up and try their hand at shooting bows and arrows. Get in line and test your skill or you may find out you need to get a team together and try the Match Shoot.

---

## Georgia Sport Shooting Assoc. – Air Rifle Shooting Range

***Individual Event: Walk-up***

***Location: Convention Center***

***Time: See Pocket Guide***

A big hit in past years, this indoor range will be set up to try your aim at targets in our indoor Shooting Range. We will keep scores of the sharpest shot and give out awards on Saturday night.

You can find the shooting range in the Convention Center.

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## Outdoor Range Event – Knife Throw

***Individual Event: Walk-up***

***Location: Sportsman's Club***

***Time: See Pocket Guide***

Each participant will be taught how to throw a tomahawk and given a chance to practice throwing it. After they have had a chance to practice, they will throw three "hawks" for their score. The scoring will be based on accuracy. The target is a cross-sectional area of a log from 18 inches to 24 inches in diameter. A target will be painted or a card placed in the center of the target, and each participant is awarded points for how close to the center of the target they get and how many hawks stick.

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## Outdoor Range Event – Tomahawk Throw

***Individual Event: Walk-up***

***Location: Sportsman's Club***

***Time: See Pocket Guide***

Each participant will be taught how to throw a tomahawk and given a chance to practice throwing it. After they have had a chance to practice, they will throw three "hawks" for their score. The scoring will be based on accuracy. The target is a cross-sectional area of a log from 18 inches to 24 inches in diameter. A target will be painted or a card placed in the center of the target, and each participant is awarded points for how close to the center of the target they get and how many hawks stick.

**Rules:** These apply to both Knife and Tomahawk throw.

1. The leader gives a demonstration of what they are to do and how to do it and assigns participants a station.
2. The leader directs throwing so that safety rules are observed.
3. The staff member demonstrates how to throw a "hawk" or knife.
4. One participant throws the "hawks" or knives while the other watches. A staff member points out ways for the participant to improve after each throw.
5. The participant throwing retrieves the "hawks" or knives.
6. The participant not throwing stands at the throwing line while the "hawks" or knives are retrieved.
7. The next participant then takes their turn.
8. Only one set of "hawks" (three "hawks" in a set) or knives (six knives in a set) are used per throwing space (target).
9. Anyone not observing the safety rules will forfeit their right to participate.

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## Outdoor Range Events - Shooting (NRA)

***Individual Event: Registration required***

***Location: Sportsman's Club***

***Time: 9:00 am – 4:00 pm, based on registration***

Rifle, Shotgun, and Pistol Shooting events will be held all day Saturday at the Gatlinburg Sportsman's Club. Shooting events are open to registered Venturers, Boy Scouts, and Explorers who have either completed NRA certification or who have attended the appropriate safety briefing at Winterfest. Boy Scouts **ARE NOT** allowed participation in Pistol Shooting. This event is only open to registered Explorers/Ventures.

Registration for Saturday shooting events will be done online at the same time you register for Winterfest. Units can sign up for more than one event but must sign up for a separate slot for each event. If there are any questions, there will be Shooting Sports Staff on hand at the Convention Center Friday evening.

When registering, be sure to allow ample travel time to and from the sportsman's club. Please be punctual as this is a popular event and we want to ensure that everyone gets a chance to participate.

There will be safety briefings held at the Convention Center Friday evening and Saturday morning (time and place will be in the pocket guide). All participants **MUST** either attend a briefing or present proof of their NRA certification in order to shoot. All attendees at the on-site briefing will be given a wristband that must be worn in order to participate (no exceptions).

There will be a bus dedicated for transportation between the Convention Center and the Sportsman's Club. The bus will make a round-trip every 30 minutes. Participants that wish to drive themselves will be directed to park at the church outside of the Sportsman's Club where a shuttle van will be provided to all shooting events.

All events at the Gatlinburg Sportsman's Club will be outdoors, so dress accordingly. There are portable toilets available throughout the venue for your convenience.

The members of the Gatlinburg Sportsman's Club graciously provide this facility to Winterfest *and it is important to remember that we are guests.* Please ensure that there is no horseplay and that we take care to leave the facility better than we found it.

**Rifle:** - There will be one range where participants will be given the opportunity to shoot a .22 caliber rifle. We will keep scores of the sharpest shot and hand out awards at the Closing Show.

**Shotgun:** There will be two ranges where participants will have the opportunity to shoot 20 gauge shotguns at moving clay targets. We will keep scores of the sharpest shot and hand out awards at the Closing Show.

**Pistol:** Participants will have the opportunity to shoot one-on-one with an instructor with .22 caliber pistols at a fixed target. We will keep scores of the sharpest shot and hand out awards at the Closing Show.

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## Three Gun

***Individual Event: Walk-up***  
***Location: Convention Center***  
***Time: See Pocket Guide***

One of the fastest growing shooting sports events in the country right now is the action-packed multi-gun competition commonly known as "3-gun." 3 Gun matches are timed events in which competitors move through various stages engaging in targets using a pistol, rifle and shotgun. The competition is rapidly rising in popularity as it combines gun-handling skills, speed and accuracy across three different platforms. The 3 Gun Experience, all Airsoft guns, is designed to introduce new and intermediate shooters to the world of 3 Gun. 3GE offers you a chance to learn the sport on your own time and at your own pace. This safe, fun, mildly competitive recreational shooting program will be your stepping stone into the world of 3 Gun.

# Tournament Events

Tournaments are open to all participants. Block scheduling is to be used to allow teams to plan to participate in other events at Winterfest. No later than 8 AM Saturday, units will be given a starting time for their first game.

Tournaments are single elimination. Bowling will take place hourly throughout the day. Cornhole, Volleyball, and Ultimate will be entirely in the morning. Dodge Ball, and Basketball will be played in the afternoon. Winners in each stage will advance to later rounds until a champion is determined. Winning teams will be expected to be present and ready to play at the next scheduled round. Those fortunate enough to make it to the finals should plan on staying at the venue the entire morning or afternoon.

Each tournament event will have a maximum length to be played and is determined based on the number of teams and space availability. If a game has not been decided by usual scoring, the team with most points at the end of the time limit is the winner. In the event of a tie, a coin toss will determine the winner.

To assure a smooth tournament, we request that units arrive at least 15 minutes prior to their starting time for each game. A team forfeits the game if they are more than 5 minutes late.

Any post, crew, ship, or troop that enters a tournament must contribute one adult leader to assist with judging and scorekeeping during each game played by their team.

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## Bowling

***Teams Event 4 players: Registration required***

***Location: Community Center***

***Time: 10 am – 5 pm, based on registration***

Awards will be given for the top 3-team scores. This event will take place in the Gatlinburg Community Center.

Rules:

1. Each Post, Crew, Ship, or Troop is eligible to enter one four-person team. Teams smaller than four need to be willing to share a lane.
2. Each player gets two practice throws and then will bowl ONE 10-frame game.
3. You must follow the facility's rules regarding bowling shoes and food.
4. You may bring your own bowling ball and shoes.

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## Cornhole

***Teams Event (Bracketed): Registration required***

***Location: Convention Center***

***Time: Morning, based on registration***

**Traditional 21:** The game shall be played to the pre-determined number of twenty-one (21) points. The first player/team to reach (or exceed) that amount at the conclusion of a frame is the winner.

- **Woody:** Refers to any cornhole bag that has been pitched and remains on the cornhole board-playing surface at the conclusion of the frame. Each woody is 1pt.
- **Cornhole:** Refers to any cornhole bag that has been pitched and passes through the cornhole board hole at anytime within the frame. Each cornhole is 3pts.

**Cancellation Scoring:** The approved method of scoring for the sport of cornhole is “cancellation” scoring. In cancellation scoring, the points of one player cancel out the points of their opponent. Using this method, only one player/team can score in each frame.

- **Example:** Red achieves one (1) woody and two (2) cornholes. Blue achieves two (2) woodies and zero (0) cornholes. 7 points – 2 points = Red scores 5 points for that frame.

**Foul Bags:** Refers to any cornhole bag that has not been determined as a “woody” or “cornhole”, or was designated a foul bag as the result of a rules violation.

- Bags contacting the ground before reaching the playing surface and bags pitched when a player has crossed the foul line are Foul Bags. If a foul bag lands on the playing surface or comes to rest touching the ground and the board, it must be removed immediately.

This will be a Single Elimination Team Event. If you have a Team win, they advance. The last Team standing wins the day.

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## Disc Golf

**Individual Event: Walk-up**

**Location: Mills Park Disc Golf Course**

**Time: See Pocket Guide**

This event is a self-guided walk up event at the Mills Park Disc Golf Course. Disc Golf is played like traditional golf, but with flying discs instead of balls and clubs. The object of the game is to throw the disc from a tee area into a basket with chains in the fewest throws possible. One point (stroke) is counted each time the disc is thrown. The goal is to play each hole in the fewest strokes possible. The player with the lowest total strokes for the entire course wins. Plan 45 minutes to complete a round. You may bring your own discs.

Scoring is on the honor system and players will not be penalized for rule infractions. Other players will keep you honest.

See Addendum #2 for rules.

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## Dodgeball

**Team Event 8 players with a min of 6 to avoid forfeit (Bracketed):**  
**Registration required**

**Location: Elementary School Gym**

**Time: Afternoon, based on registration**

Beginning the game - Prior to the game beginning, 8 dodge balls are placed on the centerline. Players then take a position behind the end line. Following a signal by the official, teams may approach the centerline to retrieve the balls. Once balls are retrieved from the



centerline at the beginning rush, the balls must be brought back to the respective end lines before they are considered “live”.

Declaring a winner - The first team to legally eliminate all opposing players is the winner. If neither team is eliminated at the end of regulation, the team with the greater number of remaining players is the winner. In all overtime periods, the first team to legally eliminate any **one (1)** opponent will be the winner.

See Addendum #3 for rules.

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## 4-on-4 Basketball

***Team Event of 4 players (Bracketed): Registration Required***

***Location: Community Center***

***Time: Afternoon, based on registration***

Single elimination bracketed tournament.

See Addendum #4 for full rules.

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## Ultimate

***Team Event of 5 players (Bracketed): Registration required***

***Location: Elementary School Gym***

***Time: Morning, based on registration***

The 5-on-5 Ultimate tournaments will be a single elimination bracketed tournament. Each game will last between 10 and 20 minutes (time permitting).

See addendum #5 for rules.

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## Volleyball

***Team Event of 6 players (Bracketed): Registration required***

***Location: Community Center***

***Time: Morning, based on registration***

### Rules

1. Each Post, Crew, Ship, or Troop is eligible to enter one six-person team.
2. Rally scoring will be used to speed the play of each match.

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# STEM Events

Teams will accumulate points based on their scoring in individual activities. Teams must compete in the main MacGyver Challenge plus their choice of 3 of the remaining 6 events.

## Event Scoring:

Individual Events have identified their own scoring. Individual events will award top teams independent of STEM awards with 1<sup>st</sup>, 2<sup>nd</sup>, and 3<sup>rd</sup>.

STEM teams competing in individual events will have their score recorded on their STEM scorecard.

## Team Scoring:

Teams will receive scores based on their relative placement in individual challenges (against other STEM Teams):

- 30 points for 1<sup>st</sup> place
- 25 points for 2<sup>nd</sup> place
- 20 points for 3<sup>rd</sup> place
- 20 - (position+3) for 4<sup>th</sup> through remaining team
  - 4<sup>th</sup> = 19
  - 5<sup>th</sup> = 18
- Teams **MUST** compete in the MacGyver Challenge
- Teams must compete in AT LEAST 3 of the remaining challenges
  - Egg Drop
  - Fox Hunt
  - Mini-MacGyver
  - Robot Programming
  - Cardboard Boat Regatta (see the Aquatics Event Guide)
  - Stomp Rocket Assisted Glider Launch
- Combined scores from MacGyver Challenge and best 3 scores of the remaining events will determine overall winner.

**Teams may compete in each event only 1 time.**

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## Egg Drop

***Team Event: Walk-up***

***Location: Convention Center***

***Time: See Pocket Guide***

Teams must build an egg containment unit that will successfully protect the egg from a fall of 20 -40 feet and land as close to a 4" target zone as possible.

Each team will be provided with one large raw hen egg and provided access to the common building materials. Only supplied materials can be used to construct the containment unit and protect the egg.

Teams will be given up to 1 hour to build their containment unit. Eggs will be placed into the unit by a team member at the drop site. This will be monitored by an official. The containment unit will be dropped from the release point over the target by the official. Once the containment unit has stopped movement, the official will measure and record the distance from the closest point of the unit to the center of the target. A team member will remove the egg and present the egg to the official to determine damage. In order to score, eggs must survive the drop undamaged, including un-cracked.

Score will be based on the measurement in inches from the closest edge of the containment unit to the middle of the target.

Teams may only drop one time. All results are final.

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## **Fox Hunt Challenge**

***Team Event 2 to 8 people: Walk-up***

***Location: Convention Center***

***Time: See Pocket Guide***

Fox Hunting is a map and compass exercise, as well as a test of direction-finding skill. Successful hunters must pay careful attention to their own location and the bearings to the fox at all times and plot them on maps. The BSA buddy system applies.

The Fox, a hidden radio transmitter, will be hidden somewhere in Gatlinburg within walking distance of the Convention Center. Each team will start out from the Amateur Radio demonstration station in the Convention Center lobby. Each team will borrow a compass, a directional antenna, a radio receiver that can indicate signal strength, and a map. (The radio, antenna & compass must be returned as soon as the fox is located.) An instructor will provide information to each group on the proper use of the equipment.

As each team leaves the convention center the following will be recorded:

- Team Council
- Team Unit Type
- Team Unit Number
- Time (to nearest second)

The team will use the equipment provided and the skills learned, to locate the hidden transmitter. At the transmitter location, a token will be retrieved and brought back to the Convention Center. (If all tokens are gone, the team can write down a description of the container holding the hidden transmitter (Size, color, markings) as well as the specific location. When each team returns to the Convention Center, they should return the equipment and token at which time their time will be recorded. The fastest three teams that locate the fox will get awards. If a team does not find the fox within a certain amount of time (**TBD**), they must return the equipment so others can participate.



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# MacGyver Challenge

***Team Event (max 5 people): Registration required (12 team slots)***

***Location: Mills Park***

***Time: based on registration***

This event allows teams to demonstrate critical complex thinking for a multi-obstacle STEM based course. The challenge will consist of 4 inter-dependent obstacles that must all be completed in order to successfully complete the challenge.

Our good friend MacGyver has been called out of the country on an emergency and needs your team's help. A band of ne'er do-wells has captured one of our hero's favorite inventions. Each team must retrieve the invention and ensure it gets returned to the correct location in the allotted time. In order to retrieve and return the invention, teams must think on their feet to quickly analyze and solve a set of individual challenges and to gather the parts necessary to build a device to return the invention.

Teams will be composed of up to 5 participants per team. All teams will be provided with a basic set of MacGyver's favorite tools to use during the challenge. **NO outside tools or equipment are allowed.** At the start of the challenge, each team will receive a set of instructions on what each challenge requires. There will be 3 challenges that need to be completed independently in order to gather the necessary equipment or information needed to complete the final challenge.

Each individual challenge will have a 15-minute time limit, and will score 20 points for successful completion. Individual challenges may have 2 clues available to help teams complete the challenge. Points are deducted for clues used as noted below. Failure to complete the challenge in the 15-minute time frame will result in an individual score of zero (0), regardless of how many clues were used. Teams not completing the individual challenge will receive the equipment provided by the challenge to be used on the final challenge. All team members on each team must compete in each individual challenge. Judges will mark on the scorecards the score for completing the challenge, the number of clues used, and the completion time for the challenge.

The final challenge will have a 30-minute time limit, and will score 40 points for successful completion. The final challenge will require the equipment gathered from each of the individual challenges. Teams may start at any time on the final challenge, but will not be able to complete the challenge until all individual challenges have been completed. Teams

that complete individual challenges early may use this extra time to begin planning or building the final challenge. **One clue will be available to help teams on the final challenge.** If used, the clue will deduct 10 points from the total event score. Teams not completing the final challenge will not receive any points for this portion of the event.

Scoring:

- 20 points for each individual challenge completed in the allotted time frame
  - o 5 points deducted for first clue used
  - o 5 additional points if the second clue is used
- 40 points for final challenge completed in the allotted time frame
  - o 10 point deducted for using clue
- Bonus points for bonus challenge introduced before the event starts

Total score will determine winning teams. In case of a tie, the accumulated times for all completed events will be used to determine the winner (non-completed challenges will be marked as 15 minutes).

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## Mini-MacGyver Challenge

***Team Event (up to 5 people): Registration required (only 12 team slots)***

***Location: Convention Center***

***Time: Friday night based on registration***

Our good friend MacGyver and his friend Rube Goldberg have devised a test of your skills to ensure that you can survive out in the big challenge. Teams must build a machine that performs multiple simple tasks\* that demonstrate their STEM skills.

Mini-MacGyver teams will consist of up to 5 individuals. Teams will receive their challenge parts and instructions on what needs to be accomplished on Friday night at the appropriate time (check Pocket Guide for time and location). Teams will have until Saturday at 3:30pm to demonstrate their machine to a panel of judges. Teams must use everything that is provided to them in some manner during the demonstration of their final machine. Non-provided items are permitted only if they are used as non-functional, non-support items. A maximum of 5 individual outside items will be permitted.

Teams will be given 3 opportunities during judging to demonstrate their machine achieves the goal indicated without outside help (manual intervention) *except to initiate the first motion of the entire machine*. Team members may manually initiate the first task, but all other tasks must be initiated naturally by the machine without outside help.

Judging:

- 20 points for successful completion of the goal using 5 tasks
- 2 additional points for each additional task, up to a maximum of 8 tasks
- Up to 10 points awarded by judges for style and creativity
- Up to 10 points awarded by judges for continuity and flow of the machine
- Each manual intervention to re-start or continue the work of the machine will result in a deduction of 5 points
- 10 points for complete use of provided material
- Up to 10 points for documenting and making available such documentation of the use of the engineering method during the course of the challenge.

**\*A task consists of a transfer of energy/motion from one physical object to another.**

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## **Robot Programming Challenge**

***Team Event: Walk-up***

***Location: Convention Center***

***Time: See Pocket Guide***

Teams must program a robot to complete an obstacle course in the shortest time possible. Teams will be given a diagram with the exact layout of the obstacle course, a robot with a base program, and a computer with the programming software. Teams have 1 hour to code, test, and run their robot through the course as many times as possible within the time frame. Points will be awarded based on fastest time through the course, and then farthest through the course if the robot cannot finish the course.

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## **STEM (*Simple Tasks Every Minute*) Games**

***Team Event: Walk-up***

***Location: Convention Center***

***Time: Friday Evening***

Teams will compete in a relay type race, and will rotate through the games, having one member complete each challenge in one minute. Challenges will test team members STEM skills using everyday objects. Each game will have all materials and rules posted at the station.

STEM Games are for fun only, and scores will not count towards the overall STEM scoring.

Any team completing all challenges will receive a special prize.

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## **Stomp Rocket Assisted Glider Challenge**

***Team Event: Walk-up***

***Location: Convention Center***

***Time: See Pocket Guide***

Teams must build both a glider and a rocket that will carry the glider upwards for launch.

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# Winterfest 2017 STEM Team Scorecard

Team Name: \_\_\_\_\_

Team Captain: \_\_\_\_\_

Unit Number: \_\_\_\_\_

Unit Council: \_\_\_\_\_

EVENT	COMPETED	EVENT SCORE	PLACEMENT	OVERALL SCORE
<b>MacGyver Challenge</b>	<b>Mandatory</b>			
<b>Cardboard Boat Regatta</b>				
<b>Egg Drop</b>				
<b>Fox Hunt</b>				
<b>Mini- MacGyver</b>				
<b>Robot Programming</b>				
<b>Stomp Rocket Glider</b>				
<b>Totals</b>				

**Teams must complete MacGyver Challenge and at least 3 other events.  
Overall Score will be determined from score in MacGyver Challenge and  
best 3 scores from other events.**



# Addendums

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## Addendum #1: Cardboard Regatta Rules

### Supplies allowed for building your cardboard boat:

1. A box cutter or sharp cutting tool
2. Contact cement
3. Construction adhesive (like Liquid Nails) and a caulking gun
4. Duct tape
5. Yardstick or ruler
6. 2 pieces of cardboard (**provided by the judges**)
7. Pencil
8. Latex enamel or spray paint for final coats [no multi-part paints allowed]  
(*optional*)
9. 2 sheets of plastic [one to be used to protect the work area]
10. Paint brushes and rollers (*optional*)
11. Building square (*optional*)
12. Wallboard screws for holding cardboard together while glue dries. These must be removed when glue dries. (*optional*)
13. Battery drill or screwdriver for installing screws (*optional and for decoration only*)
14. Decorations can be any material but not used to reinforce the structure of the boat (*optional*)

### Getting Started

First, start with some objective in mind. Maybe you want to build the fastest boat. Perhaps you are more interested in one of the awards for design or eye appeal. Maybe you want to win the Team Spirit Award. Or just maybe you want to take home the Most Spectacular Sinking Award.

Next, start with a **design idea**, a vision of what you want your cardboard creation to look like. It can be any design you like or want to try out: submarines, aircraft carriers, PT boats, lake freighters, pirate ships, and so on.

To save time, **build a model** using a manila folder or other heavy paper or lightweight cardboard. That way, you can fold, re-fold, and fold again to get your design. You can cut it up, glue it together, and try out your design idea in small scale before working on a full-sized creation. You may have had an idea that sounded great, but it just didn't work. You can try something new using your models so you don't waste your cardboard.

If you want, you can apply physics or other sciences. Maybe you will choose to calculate the **displacement** of your design idea so that you will have some certainty about the buoyancy of your design. Here's the basic number: a cubic foot of water weighs about 62 pounds. That means that a 180-pound man will float in a boat that is 1 foot by 1 foot by 3 feet - of course, that could be a bit uncomfortable! But at least you would know just how much boat you will need for you (and your crew) so you don't overdesign it and add unnecessary weight.

Creative problem-solving is the name of the game. Whether you get your creative insights from methodical effort or from wide-ranging trial-and-error, building a cardboard boat, will be both fun and challenging.

**Handling cardboard** - you will find it easier and more fun if you keep a few tips in mind.

1. You can have strength and still keep your boat light if you laminate layers of cardboard. In fact, try placing one layer so that the corrugations run in one direction, then placing the second layer so that the corrugations run at a 90-degree angle to the first layer.
2. To fold cardboard across the corrugations, consider scoring the line of the fold with the butt end of your utility knife.
3. Don't step on your cardboard! If you break the corrugations you can compromise the integrity of the cardboard.
4. To keep your cardboard dry, don't forget to seal the edges with duct tape. If water gets into your corrugations, you can have great fun watching it get drawn through the corrugation just like in a drinking straw. That may be okay when you have time to do something about it, but if you see this happen in the middle of a race you will not be able to address the issue.

Here's a few other items to think about.

- A flat bottom is recommended. A V-shaped bottom is likely to tip over unless the V is very gentle.
- The lowest center of gravity is the most stable; kneeling or standing will cause you to tip over.
- Longer boats go faster, but they are harder to turn.
- Boats shorter than 3 feet are more difficult to steer.
- For height, allow about 18 inches for you to sit and paddle effectively without the edge of your boat blocking your arms.
- For width, figure about 18 inches for a kayak and about 23-24 inches for a canoe.
- Figure about 30 inches maximum for 1 person and 48 inches for two people.
- Duct tape shrinks when it is painted.

Keep in mind the other lessons you learn along the way. That will make building your next boat that much easier.

The rules for this event are listed below and are primarily for safety while some relate to the use of certain substances and materials for boat construction.

### **General Rules**

1. Only corrugated cardboard will be used. It must not be bonded to any other material such as vinyl. Non-corrugated material may not be used. No solid cardboard and no carpet roll tubes may be used, except for decorations.
2. Wood, metal, Styrofoam, or other materials that would aid in flotation or make the hull rigid are prohibited, but may be used for decoration. This restriction applies to the keel, transom, ribs, hull, etc.
3. Hulls may be painted with any "one-part" paint. No epoxy glues, fiberglass resins or "multi-part" varnishes or paints may be used. Hulls may not be "wrapped" in plastic, duct tape or anything else. Tar based substances like roof coatings are not permitted.
4. Joints and seams should be taped. No nails, metal, wood fasteners, or staples may be used in the construction of the boat (small amounts may be used for removable decoration only).

5. Design is “builder’s choice.” A minimum of 65% of the boat’s volume must remain above water during racing. Failure to meet this rule will result in a 20 second time penalty.
6. Decorations may be made from any material but may not be used to reinforce the actual structure of the boat.
7. Boats from previous years will not be allowed.
8. No boat will be allowed to leave the starting gate unless all persons on board are wearing a Personal Flotation Device (PFD). (PFDs and paddles will be provided.)
9. Boats are subject to inspection and disqualification for each violation of the above General Rules, (with the exception of rule # 6 which results in a 20 second time penalty).
10. All entrants must ensure that their portion of the pit area has been cleaned prior to departure on Regatta day. All boats must be removed from the pool and cut apart and placed in the Community Center dumpsters. Units who do not dispose of their boats properly will not be permitted to participate in future Cardboard Boat Regattas.
11. Prior to the races, boats will be judged in the following categories:
  - Best Original Design (most creative design and best use of corrugated cardboard)
  - Best Construction or Construction Technique
  - Best Decorated
  - Team Spirit (most-spirited team ... the looks of the boat aren’t considered)
  - Most Spectacular Sinking (to qualify, you must salvage the remains completely).
12. Boats must be propelled by paddles or oars only. Other forms of propulsion including swimming your boat are not permitted.

Note: Rules are subject to change. Units will be notified in writing if changes are made.

**Have fun! Be creative!**

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# Addendum #2: Disc Golf

## **Tee Throws**

Each hole begins with a tee throw. Tee throws must be completed within or behind the designated tee area.

## **Lie**

The lie is the spot where the player's previous throw has landed. Mark lie with a mini disc or turn over the thrown disc, directly towards the hole or designated fairway. The player's subsequent throw is made from directly behind the marked lie.

## **Throwing Order**

The player with the least amount of strokes on the previous hole is the first to tee off on the next hole. After teeing off, the player whose disc is farthest from the hole always throws first.

## **Fairway Throws**

Fairway throws must be made from directly behind the lie. A run-up and normal follow-through, after release, is allowed, unless the lie is within 10 meters of the target. Any shot within 10 meters of the target requires that the player not move past the lie until the disc is at rest.

## **Dogleg (or Mandatory)**

A dogleg is one or more designated trees or poles in the fairway that must be passed as indicated by arrows. Until the dogleg is passed the closest foot to the dogleg must be on the lie when the disc is released.

## **Completion of Hole**

A disc that comes to rest in the basket or chains constitutes successful completion of that hole.

## **Unplayable Lie**

Any disc that comes to rest above the ground is considered an unplayable lie. The disc must be thrown from the lie on the ground, directly underneath the unplayable lie, relocated to avoid damage to the vegetation.

## **Out of Bounds**

If any area of out of bounds is visible between the disc and out of bounds line, then the disc is considered out of bounds. A throw that lands out of bounds, must be played from a point 3 feet in bounds from where the disc went out of bounds. Permanent water hazards and public roads are always out of bounds.

## **Penalties**

Recreational players will not be penalized for rule infractions. Other players will keep you honest.

## **Course Courtesy**

- Remain quiet and avoid unnecessary movements while others are throwing.
- Stand behind the player who is throwing until throw is complete.
- Remove disc from hole after completing the hole.
- Help new players learn the rules.
- Allow faster groups to play through when possible.
- Pick up trash and put in proper receptacles.
- Do not alter the course (trees, bushes, etc.) in any way.

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## Addendum #3: Dodgeball

**BOUNDARIES:** During play, all players must remain within the boundary lines. There is no boundary for the end lines. Players may pass through their **end-line only** to retrieve stray balls. When retrieving the ball, the player must also immediately re-enter the playing field **only** through their end-line. A player may be handed a ball as long as they are inside the boundaries.

A player shall **not**:

- Have any part of their body contact the playing surface on or over a sideline unless retrieving a stray ball. The Judge must note it. (Only through end-line)
- Exit or re-enter the field through their sideline.
- Leave the playing field to avoid being hit by, or attempt to catch, a ball.
- Have any part of their body cross over the centerline and contact the ground on their opponent's side of the court. During the "opening rush," many players will cross the centerline. Officials should refrain from calling players OUT at this time unless a definite advantage is gained by that action.

**EQUIPMENT:** The Judge will provide the official balls. All players must wear non-marking tennis shoes. The standard number of balls for a 12-person game (6 on a side), is six.

**THE GAME:** The object of the game is to eliminate all opposing players by getting them OUT.

**An OUT is scored by:**

- Hitting an opposing player with a thrown ball below the shoulders. NOTE: If a player ducks and this clearly is the cause for the player being hit above the shoulders, the player is out and the throw is considered legal.
- Only the player who is hit by the ball can catch the ball once it hits their body. The person getting hit is out regardless of whether or not another person catches the ball. A player who gets hit by a deflected ball off another player's body or ball is not out.
- Catching a ball thrown by your opponent.

**When a ball is deflected off another ball:**

*The player deflecting the ball is out when:*

- They get hit in the body (including above the shoulders) after the ball is deflected.
- They attempt to catch the deflected ball but the ball used for deflection is hit out of their hand.
- They attempt to catch the deflected ball and drop the deflected ball.

*The player throwing the ball is out when:*

- The person deflecting the ball catches the thrown ball.
- The thrower is out if the deflector has both the deflected ball and the ball used for deflection in their hands or they intentionally put down the ball used for deflection and catch the deflected ball (determined by the Judge).

**TIMING, TIME-OUTS & SUBSTITUTIONS:** A 10-minute time limit has been established for each game. Each team will be allowed one (1) 60-second time-out per game. Only the Event Judge will start and stop the clock and will have the discretion to call a player

out if there is a controversy. During time-outs, teams may substitute players. Subs may be players who did not start the game.

**BEGINNING THE GAME:** Prior to the game beginning, 6 dodgeball balls are placed on the centerline. Players then take a position behind the end line. Following a signal by the official, teams may approach the centerline to retrieve the balls. Once balls are retrieved from centerline at the beginning rush, the balls must be brought back to the respective end-lines before they are considered “live”.

**DECLARING A WINNER:** The first team to legally eliminate all opposing players will be the winner. If neither team has been eliminated at the end of regulation, the team with the greater number of remaining players will be the winner. In all overtime periods, the first team to legally eliminate any **one** opponent will be the winner.

**OVERTIME:** If an equal number of players remain after regulation play, sudden-death overtime period will be played. The overtime period will begin the same as the start of a regular game with balls placed on centerline and an opening rush. The first team to eliminate any **ONE** opposing player will be declared the winner. No time-outs allowed during overtime. Substitutions may be made prior to start of overtime.

**STALLING & 30-SECOND VIOLATION:** If one team possesses all of the balls they must throw at least two balls over the opposing team’s free throw line within 30 seconds:

First violation: Stoppage of play and balls will be divided evenly and play continues with players starting on the end-line.

Second violation: Ejection of one (1) player from offending team.

NOTE: The stalling procedure does not apply to overtime periods.

**Any ball thrown above the head first time will be a warning, second time person will be disqualified.**

**OFFICIALS AND EVENT JUDGE:** an Event Judge will supervise all contests. Rules will be enforced primarily by the “honor system.” Players will be expected to rule whether or not a hit was legal or whether they were legally eliminated. The Event Judge’s responsibility will be to rule on any situation in which teams cannot agree. A team may appeal to the Event Judge if they feel a player has violated any rule. **THE EVENT JUDGE’S DECISION IS FINAL.**

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## Addendum #4: 4 X 4 Basketball Rules

**TEAM SIZE:** Teams consists of four to a side. Teams can start with no fewer than three players. There is no limit to the number of subs per team. Teams should wear matching jerseys.

**GAME TIME:** Time will be 15-minute running halves with each team allowed one 30-second time-out per half. Overtime is 2 minutes with no additional time-outs. The clock will be stopped the last 30 seconds of the first half and the last minute of the game according to regular basketball rules. Halftime break will be 3 minutes (a Winterfest staff member will blow a whistle to designate the time limit). Switch sides after halftime. Each basket counts as one (1) point. Please start games promptly. Do not warm up too long or your game time will be shortened.

**THE GAME:** 4-on-4 Basketball is self-officiated. No referees will be provided. Participants shall act as their own officials. The general rules shall be that player fouled should call the foul, not the person who fouled. Any person can make a call, but it is up to the person who is fouled to honor it. In the event of a close call or disagreement, the alternating possession rule will apply. Please remember that you are playing for the enjoyment of the participation; it's no fun when tempers flare! Therefore, proper attitudes must prevail.

1. Winterfest will supply a scorekeeper. If a team wants a running tally of who made the baskets, they should supply someone to help with the scorekeeping.
2. Games are started by a "do or die" shot from the top of the key to determine possession.
3. Defense must be allowed to "check" the ball before it is put into play after a foul or play has stopped.
4. Jump balls will result in alternating possession of the ball.
5. If a game should be tied at the time limit, then a "sudden death" situation takes place. The team that scores next wins. Alternating possession still applies.
6. Substitutions may occur throughout the game ONLY after a made basket or a dead ball.
7. All protests must be settled at the time of the incident, and the same game should not continue until the conflict is resolved. The Winterfest staff member may be consulted for rules interpretation and judgment calls.
8. There will be no over and back calls.
9. 3-seconds in the key rule will not be formally enforced (Supervisor will not allow a team to take advantage of this and camp under the basket). Penalty-turnover.
10. All out-of-bounds will be taken near the top of the key except after a basket.
11. Defense may check ball anytime - except after a basket.
12. Offense may call a foul if it occurs. Disputes will be settled as follows:
13. Fouls will not be recorded; however, flagrant fouls or continuous misconduct may result in removal from game or league. No free throws except for intentional and/or flagrant fouls as determined by the supervisor. The fouled team will then have the clock stopped, shoot one free-throw shot worth 1 point, and get the ball out-of-bounds. Player may be ejected from the game by the supervisor.
14. Fouls by a defensive player against an offensive player going in for a breakaway lay-up will be an automatic one point (you must be even or better).

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## Addendum #5: Ultimate Rules

***No set of rules can replace players' respect for one another and for good spirit.***

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- 1 *The Field*: A rectangular shape with end zones at each end. We play on a field significantly smaller than a standard ultimate field, often 1/3rd the size of a soccer field or less.
- 2 *Initiate Play*: Each point begins with both teams lining up on the front of their respective end zone line. The defense throws ("pulls") the disc to the offense. We play with 5 players (or less if captains agree) per team. Because we are indoors and the field is small, no change of possession will occur for dropped pulls by the receiving team.
- 3 *Scoring*: Each time the offense completes a pass in the defense's end zone, the offense scores a point. Play is initiated after each score. We play for a fixed amount of time, highest score at end of time wins, or if a tie, play will continue until the next score.
- 4 *Movement of the Disc*: The disc may be advanced in any direction by completing a pass to a teammate. Players may not run with the disc. The person with the disc ("thrower") has ten seconds to throw the disc. The defender guarding the thrower ("marker") counts out the stall count.
- 5 *Change of Possession*: When a pass is not completed (e.g. out of bounds, drop, block, interception), the defense immediately takes possession of the disc and becomes the offense. If the disc hits any object out of the field of play (wall) possession changes.
- 6 *Substitutions*: Players not in the game may replace players in the game after a score and during an injury timeout.
- 7 *Non-contact*: No physical contact is allowed between players. Picks and screens are also prohibited. A foul occurs when contact is made.
- 8 *Fouls*: When a player initiates contact on another player, a foul occurs. When a foul disrupts possession, the play resumes as if the possession was retained. If the player committing the foul disagrees with the foul call, the play is redone. Double coverage of the player in possession of the disc is a foul.
- 9 *Self-Officiating*: Players are responsible for their own foul and line calls. Players resolve their own disputes.
- 10 *Spirit of the Game*: Ultimate stresses sportsmanship and fair play. Competitive play is encouraged, but never at the expense of respect between players, adherence to the rules, and the basic joy of play.

When in doubt, consult the full rules online at

<http://www.usultimate.org/resources/officiating/rules/default.aspx>



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# Addendum #6: Moot Court Case Study

STUDENT HANDOUT 1A-1

Preparing for Court

## MOOT COURT INFORMATION

Taylor Hasty v. United States of America

**GENERAL INSTRUCTIONS:** Unlike a traditional mock trial competition, a moot court competition represents a case that has already been decided and is now being appealed. This year's case is entitled *Taylor Hasty v. United States of America*. The issues are: (1) Whether obtaining a cell phone service provider's records containing Taylor Hasty's locational data constituted a search under the Fourth Amendment; and (2) whether Taylor Hasty was subjected to a custodial interrogation when she was questioned by a police officer in the principal's office.

In moot court there are two sets, or teams, of lawyers – a team of lawyers for the appellant (Taylor Hasty – a student) and a team of lawyers for the appellee (The United States of America). You will sign up as lawyers for either Hasty or lawyers for the United States of America. Generally, a crew or post will select one timeslot and divide into two teams - lawyers for Hasty and lawyers for The United States of America. If the same people wish to argue both sides of the case, your team may sign up in a different timeslot to represent the other party. Your team can be comprised of one to three lawyers (but we can also be flexible).

You will be arguing your case in front of two to three judges. You will not be calling or questioning witnesses, rather, in moot court the judges are free to interrupt your presentation and ask you questions about the law and facts. Know your case well and be prepared to be interrupted (don't worry – the judges are kind). The order of your presentation may be changed as judges ask questions.

Each side will have 15 - 20 minutes to present its case (including questions from the judges). If there is only one team for a timeslot, we will only hear from one side.

You are judged more on your presentation – not whether your side “wins.” The most important part of moot court is convincing the judges why the law supports your side's argument. The criteria the judges will use are as follows:

- Accuracy of the statement of the facts
- Persuasiveness of the argument
- Use of relevant case citations (from those provided in the moot court packet) to develop your argument
- Ability to respond to questions from the court
- Transition back to the oral argument
- Knowledge of the opposing party's case
- Etiquette/respect towards the appellate panel

The legal background material in this Addendum contains ALL the information you need. There are also some helpful tips that can get you started. The packet includes the “majority opinion” of Chief Judge Chidylo. This shows what the appeals court decided. It also includes some “dissenting opinions” from Judge Webster and Judge Patel. These present other arguments that could be useful in developing your case. These opinions contain all the law and facts you will be expected to know. You will find the Table of Authorities at the very end of the materials helpful, as it lists all the cases you might want to know.

You may read notes from laptops and mobile devices during the moot court. But no charts, diagrams or other visual aides are permitted.

*This problem is used with the permission of the Justice Resource Center and Fordham University School of Law. The materials were prepared by Alexandra Cornel from Fordham University School of Law. We express gratitude to Alexandra Cornel, the Justice Resource Center and Fordham University School of Law for allowing us to use these materials in our competition. These materials may be used only for the purposes of the Winterfest 2017 Moot Court Competition.*

# MOOT COURT IDEAS AND TIPS

If this is your first moot court competition, you may want some tips on how to prepare. Here are some suggestions to help you get started. There is a lot of material, but if you take a structured approach, you will find the competition exciting instead of overwhelming:

- 1) Read through all the information. It's okay if you don't understand everything, but make sure you understand what happened in the case. Fortunately, the facts are all contained in **Part I: Factual Background** in Judge Chidylo's opinion. Start there! Remember, these are ALL the facts of the case. You won't be calling witnesses or introducing evidence, so use what's already there to help you.
- 2) After you understand what happened, pick a side you want to argue for. For this competition, it does not matter which side you pick, so pick the one you think you can make the best argument for.
- 3) Look for citations. A citation is a reference to another court case. Lawyers often look at how a judge decided in an older case and try to convince the court to decide the same way. Citations are pretty easy to identify, since they are underlined in the opinion. They usually include a reference (which might look like this, for example "389 U.S. 347, 361 (1967)"). Each time a citation is used, it means someone is trying to say that the case being cited is important. Sometimes the case supports your side and you want to point that out. Other times, the case supports your opponents, so you want to show why it is not applicable.
- 4) At the very end of the packet is something called a "Table of Authorities." This will be very helpful to you. It lists ALL the cases cited in the opinions. Make a list of those cases and read through the opinions again to see how they are used and what they mean. Figure out which cases support your side and which cases support your opponent's side.
- 5) Develop your argument. Remember there are only two issues being considered, so don't waste your time on something that isn't one of those two issues. If you forget the issues, you can see them in the *Writ of Certiorari* (right after the dissenting opinion of Judge Patel. As you develop your argument, try to connect the facts with the cases that support them. Also be prepared to show the judges why the facts do not support your opponent's arguments. If you find a case that supports your opponents, show why the facts of *Taylor Hasty v. United States of America* are different.
- 6) Remember, moot court is not about WINNING the argument. It is about making a good argument. The result of the case does not matter – it only matters how well you can present your side.
- 7) Moot court is not about memorizing facts or cases. You can use your notes during the competition, so don't worry about having to remember every last detail.
- 8) Don't be afraid to ask your advisor for help. Although your advisor can't help you in the competition, you can certainly get some help in understanding the cases and the facts and in developing your argument before the competition! Try a few practice runs before the competition day so you can feel confident.

United States Court of Appeals  
for the Fourteenth Circuit

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Argued August 6, 2015

Decided September 26, 2015

No. 15-1999

TAYLOR HASTY,  
*Appellant,*

v .

UNITED STATES OF AMERICA,  
*Appellee.*

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On Appeal from the United States District Court for the  
Southern District of Fordham

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Before the Fourteenth Circuit, sitting *en banc*.

Opinion for the Court by *Chief Judge* CHIDYLLO;  
Dissent in part by *Circuit Judge* WEBSTER;  
Dissent in part by *Circuit Judge* PATEL.

**CHIDYLLO, Chief Judge:**

Petitioner Taylor Hasty appeals her conviction pursuant to 28 U.S.C. § 1291 for destruction of government property in violation of 18 U.S.C. § 1361.

On an appeal of a district court’s denial of a motion to suppress, an appellate court reviews the district court’s conclusions of law *de novo*. See United States v. Charles, 469 F.3d 402, 405 (5th Cir. 2006). Further, we will uphold a jury verdict unless it was “clearly, decidedly, or overwhelmingly against the weight of the evidence.” Cavanaugh v. Woods Cross City, 718 F.3d 1244, 1250 (10th Cir. 2013).

**I.  
FACTUAL BACKGROUND**

Petitioner Taylor Hasty (“Hasty”) is a sixteen-year-old resident of Fordham City, Fordham. Fordham City is an urban metropolis with a population of 1.5 million people. Hasty is a senior at Fordham High School (the “School”) and was recently elected as the president of both the student body and the National Honor Society. She is also a founding member of the cheerleading squad. Hasty is a star student and has never been in trouble at school and has never been arrested.

Hasty is known to hang out with four equally driven girls in her class. Students refer to her group of friends as “The Squad,” because they are rarely seen without each other. They are constantly posting on Instagram and SnapChat<sup>1</sup> with their smartphones and always provide geo-tags<sup>2</sup> for their followers. Hasty’s social media accounts are private. Only her “friends” and

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<sup>1</sup> SnapChat is a form of social media with which people can send pictures that only remain on the viewer’s screen for up to ten seconds before disappearing and being deleted. It is impossible for a viewer to save the photo without the sender knowing.

<sup>2</sup> A geo-tag is an electronic tag that displays the geographical location of a photograph or video on social media.

“followers” have access to her posts. Hasty’s “friends” and “followers” must first request her “friendship” on each social media account and are only able to see her posts once Hasty confirms their requests.

Five years ago, the School transitioned from an all boys school to a co-educational school for both boys and girls. However, there are still extracurricular clubs at the School that are known as “male exclusive” and do not allow girls to join. Hasty is the first girl to hold any leadership roles at the School.

The Ram Debate Team, a nationally ranked organization for the past ten years, is the most prestigious group on campus that has yet to accept a female member. Hasty initiated a petition to allow female members to join the team. The Ram Debate Team contested the petition, arguing that the team was traditionally an all male team, and thus should remain that way. Regardless, the School mandated that try-outs be open to both male and female students. Fifty female students, including Hasty, competed in the Ram Debate Team’s try-outs. However, no females were chosen for the team.

After the Ram Debate Team try-outs, Fordham City was subjected to many acts of vandalism. The following is a police incident report detailing the acts. There were no video cameras near the vandalized sites and no suspects were identified.

Incident Report			
Date	Time	Location	Details
September 6, 2014	11:33 p.m.	Fordham National Park	Local high school student hangout; image of a ram was spray painted in red on the side of a park bench.
September 13, 2014	11:36 p.m.	Federal Courthouse	Local Ram Debate Team occasional practice location; image of ram was spray painted in red on

			the side of the building.
September 25, 2014	10:02 p.m.	Lincoln Park Crossfit Gym	Local Ram Debate Team hangout; no members reported seeing anything; ram was spray painted on the side of the building.
October 7, 2014	10:22 p.m.	Fordham High School	Graffiti spray painted on the side of the building; witness reported seeing a group of girls running from the scene.
October 15, 2014	10:08 p.m.	Division of Motor Vehicles	Graffiti spray painted on the side of the building.
October 20, 2014	10:00 p.m.	Belieber Movie Theater	Graffiti spray painted on the side of the building.
November 1, 2014	11:15 p.m.	Fordham High School	Ram Debate Team trophy case defaced; graffiti spray painted on the side of the case.

An anonymous tip<sup>3</sup> was given to the police alleging that The Squad was the culprit. The tip informed police that one member of The Squad sent a SnapChat at 11:36 p.m. on September 13, 2014 with graffiti in the background and the Federal Courthouse geo-tag. However, the SnapChat has been erased and is no longer accessible

The Fordham police then sought Hasty's cell phone records from her cell phone provider, Horizon, for the seventy-five day period spanning from September 1, 2014 to November 15, 2014. The records revealed the time, date, and corresponding incoming and outgoing phone numbers of 14,175 text messages and 198 calls. In addition, the records included 18,753

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<sup>3</sup> This tip did not provide the police with sufficient information to establish probable cause to obtain a warrant. The credibility of the tip or the source is not at issue.

locational data points for Hasty's phone. This cell site location information was based on the cell towers that communicated with her smartphone.

Cell site records do not provide the precise location of a cell phone. The cell tower that connects to the user's cell phone will typically be the cell tower closest to the user. The cell tower has a circular coverage radius of varying sizes, and the user's location can be any where within that radius. During the investigation, Officer Ted Sheeran, a member of the Fordham Police Department, noticed that the cell phone locational data for Hasty's cell phone coincided with the times and locations of the vandalism.

On November 18, 2015, Hasty visited Principal Charlie Closs's secretary to fill out paperwork for student government before her first class. As soon as Hasty walked in the door, the secretary picked up the office phone and said, "Ms. Hasty just stopped by to fill out the paperwork." A few seconds later, Principal Closs emerged from the back office and requested to speak with Hasty privately. Hasty said that although her friends would be waiting for her, she would make time for the principal. She followed the principal down the hall to his office. He told his secretary to hold his calls and to tell anyone that comes in that he was in a meeting.

As Principal Closs and Hasty entered the office, Hasty saw Officer Sheeran, who was in full uniform. Hasty was surprised to see an officer in Principal Closs's office. He closed the door behind Hasty and Principal Closs. The office is large and furnished with a couch and a conference table. Officer Sheeran then sat in a chair across the room. Hasty noticed silver handcuffs hanging from his belt, but no weapon.

Principal Closs began the conversation by asking Hasty about her classes this semester and how cheerleading was going. Subsequently, Officer Sheeran asked Hasty if she was involved in any clubs or activities. Hasty listed her leadership positions and other roles. Officer



Sheeran then responded, “Impressive! You are really drawn to strong leadership roles, why is that?” Hasty responded:

I am not a follower. This is the first time Fordham High has had a girl as president. I couldn’t have gotten to where I am now without taking the lead. I’m not afraid to take risks so others know I’m determined to be the best. All of the things I do will get me to where I want to be in life. I want to be a lawyer.

Officer Sheeran then asked her about the recent acts of vandalism that were occurring in Fordham City. She shared that she knew about the acts and specifically stated that she thought the graffiti was “awesome.” Officer Sheeran then commented, “it’s always easy to forget how this really affects the businesses.” Principal Closs added, “These businesses end up paying a lot of money to repaint their buildings.” Officer Sheeran followed up and said, “often vandals are youngsters and don’t realize how their acts now could affect their futures.” Hasty looked down and then said, “Yeah, I didn’t think about that.” The school bell rang and Principal Closs asked, “Aren’t you going to be late for class?” Hasty swiftly left. The entire conversation lasted a total of fifteen minutes.

After school that day, Officer Sheeran arrested Hasty at cheerleading practice and read her Miranda rights to her. She was charged with destruction of government property in violation of 18 U.S.C. § 1361.

## **II. PROCEDURAL HISTORY**

Before trial, Hasty moved to suppress Horizon’s cell phone records and her statements made in Principal Closs’s office from evidence. Hasty argued that obtaining Horizon’s records constituted a search under the Fourth Amendment and thus required probable cause and a search

warrant.<sup>4</sup> She further argued that all statements made in the principal's office should be suppressed because she was subjected to a custodial interrogation without her Miranda warnings. The district judge denied both of Hasty's motions to suppress, ruling that obtaining the cell phone records did not constitute a search and she was not subjected to a custodial interrogation.

At trial, the prosecution introduced cell phone records obtained from Horizon for the seventy-five day period spanning from September 1, 2014 to November 15, 2014. Hasty's phone records showed the following types of data: (i) telephone numbers of calls; (ii) whether the calls were outgoing or incoming; (iii) the date, time, and duration of the call; (iv) the number assigned to the cell tower that wirelessly connected to Hasty's smartphone; and (v) the area covered by the cell tower. The prosecution also introduced Hasty's statements made in Principal Closs's office into evidence.

The cell phone records and all statements made in the principal's office were admitted. Based on this evidence, Hasty was convicted by a jury for destruction of government property. Taylor Hasty timely appealed.

### III. FOURTH AMENDMENT SEARCH

This Court must first address whether the police conducted a search when they obtained Horizon's business records containing Hasty's cell phone locational data. For the reasons set forth below, we affirm the District Court's decision and find that obtaining Horizon's records did not constitute a search under the Fourth Amendment, and therefore it did not require probable cause or a warrant.

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<sup>4</sup> Both parties concede that there was no probable cause or a warrant here. Further, the Stored Communications Act, referenced in some applicable case law, has not been raised by any party. Thus, the issues before this Court are only Hasty's Fourth and Fifth Amendment claims.

**A.**  
**BACKGROUND**

The Fourth Amendment protects all individuals against unreasonable searches and seizures of their “persons, houses, papers, and effects.” U.S. Const. amend. IV. The Fourth Amendment has been interpreted to protect a person (i) who has exhibited a subjective expectation of privacy and (ii) that expectation is “one that society is prepared to recognize as reasonable.” Katz v. United States, 389 U.S. 347, 361 (1967) (Harlan, J., concurring). In Katz, the Supreme Court also stated that “the Fourth Amendment protects people, not places,” but recognized that its protection does not extend to matters that are “knowingly expose[d] to the public.” Id. at 351.

Courts have struggled with applying Katz in light of technological advances. In United States v. Knotts, the Court held that there was no Fourth Amendment search where law enforcement officers tracked a vehicle by planting an electronic beeper in a barrel of chloroform located in the vehicle. 460 U.S. 276, 281 (1983). The Knotts Court reasoned that a person has no reasonable expectation of privacy in his public movements. See id. at 281. On the other hand, in United States v. Karo, the Court held that monitoring a beeper attached to a barrel constituted a search because the police tracked the beeper beyond public roads and into a private residence. 468 U.S. 705, 714 (1984). The Court reasoned that individuals expect privacy in their homes and that this expectation is reasonable. See id.

The Court has also analyzed whether there is a reasonable expectation of privacy in information that is disclosed to third parties. In United States v. Miller, the Court held that individuals have no reasonable expectation of privacy in information they “voluntarily turn[] over to [a] third part[y],” such as certain business records. Id. at 440-41. Similarly, telephone users have no subjective or objective expectation of privacy in dialed telephone numbers that are

recorded in a telephone company's records because users know telephone companies must access dialed numbers to complete calls. See Smith v. Maryland, 442 U.S. 735, 742 (1979).

Recently, the Court addressed a Fourth Amendment claim using a different approach. Instead of applying the Katz reasonable expectation of privacy test, the Court analyzed the issue under a trespass theory. See United States v. Jones, 132 S. Ct. 945, 949 (2012). There, the Court held that placing a tracking device on a defendant's car constituted a search because it was a trespass performed without a search warrant. See id. Today, courts use both the Jones trespass theory and the Katz expectation of privacy test to analyze whether a Fourth Amendment search occurred.

Today we consider whether obtaining Horizon's business records that contained Hasty's cell site location information constitutes a search in violation of the Fourth Amendment.

## **B. DISCUSSION**

We hold that obtaining the cell site records did not constitute a search because Hasty did not manifest a subjective expectation of privacy in Horizon's business records and society is not willing to recognize that expectation as reasonable. Accordingly, we affirm the District Court and find that Officer Sheeran properly obtained the cell site records without probable cause or a warrant.

### **1. Subjective Intent**

In applying the Katz analysis, we must first determine whether Hasty manifested a subjective expectation of privacy in Horizon's records of her cell phone locational data. We find that Hasty manifested no such expectation.

Hasty chose to own a smartphone as opposed to another mobile phone equipped with fewer features. Smartphones communicate their location more frequently with a service

provider's network because they check for new email messages and other data more often. See United States v. Davis, 785 F.3d 498, 542 (11th Cir. 2015). Because Hasty chose to use a phone that communicates more frequently with Horizon's cell towers, she did not manifest an expectation of privacy in her phone's locational data.

Further, Hasty did not manifest an expectation of privacy because she constantly used and carried her smartphone. Users understand that their phones must be connected to their cell phone provider's cell towers to send and receive texts and automatic application updates. See id. According to Horizon's records, Hasty made numerous phone calls and sent a plethora of text messages in the seventy-five day period. Moreover, she actively posted on social media using her cell phone and did not take any affirmative steps to show she manifested an expectation of privacy in her locational data. Based on Hasty's prolific cell phone usage, she could not manifest a subjective expectation of privacy in her locational data.

Finally, Hasty also geo-tags her social media posts. By doing so, she allows her followers to see the location of her posts. It cannot be that Hasty manifested a subjective expectation of privacy in locational data while simultaneously publishing her location using her phone. Accordingly, we find that Hasty did not take any affirmative steps necessary to show that she manifested a subjective expectation of privacy in her locational data.

## **2. Societal Expectation**

Even if Hasty manifested a subjective expectation of privacy, this expectation of privacy is not one society is willing to recognize as reasonable. Society does not recognize an expectation of privacy in records owned by a third party as reasonable. See Davis, 785 F.3d at 511. Here, the cell site records were owned, created, and maintained by Horizon. Because

Horizon owned the records, we cannot find that any individual cell phone user, including Hasty, has a reasonable expectation of privacy in these records.

Further, society only recognizes a reasonable expectation of privacy in private information. See id. at 515. Cell tower location records do not contain a user's private communications. Indeed, Horizon's records did not show the private contents of Hasty's phone, text messages, or calls. Because the records obtained by the police only contained phone numbers and cell tower numbers, the records did not reveal any private information. Thus, there is no reasonable expectation of privacy in Horizon's records.

Society also does not recognize a reasonable expectation of privacy in information "voluntarily turn[ed] over to [a] third part[y]." Miller, 425 U.S. at 443. This applies even when "the information is revealed on the assumption that it will only be used for a limited purpose and the confidence placed in the third party will not be betrayed." Id. Users voluntarily expose their general location to their service providers when they use their phones because the service provider completes calls using cell towers. See Davis, 785 F.3d at 511. Further, the locational data is necessary to route the call to the correct cell tower. It is irrelevant whether cell phone users believe this information is gathered for a limited purpose.

Evolving technological advances have changed expectations of privacy. Individuals realize that their dependence on cell phones' quick access to the Internet and real time applications is only possible by connecting to their service provider's networks. Society has chosen convenience at the expense of privacy by voluntarily conveying their location to their service provider to enjoy the full capabilities of their smartphones. Therefore, society is not prepared to recognize Hasty's expectation of privacy in her locational data as reasonable.

### **3. Jones Analysis**

Judge Webster's dissent misapplies Jones to find that society is willing to recognize an expectation of privacy in cell phone users' locational data. In Jones, the government attached its own GPS device to a private vehicle to track the vehicle's movements over a four-week period. 132 S. Ct. 945. Here, it was Horizon, not the police, who recorded Hasty's cell phone locational data. Further, the police did not physically attach anything to Hasty's cell phone to constitute a trespass. Therefore, no governmental action was implicated here and Jones is inapplicable today.

Accordingly, because (i) Hasty did not manifest an expectation of privacy in Horizon's records of her cell phone's locational data, (ii) society is not willing to recognize this expectation as reasonable, and (iii) Jones does not apply, obtaining Horizon's records did not constitute a search under the Fourth Amendment.

#### **IV. CUSTODY AND INTERROGATION**

We now address whether Hasty was subjected to a custodial interrogation when Officer Sheeran questioned her in Principal Closs's office. We find that Hasty was not subjected to a custodial interrogation. Thus, Officer Sheeran was not required to provide Hasty her Miranda warnings and any statements made by Hasty in the office were properly admitted at trial.

#### **A. BACKGROUND**

The Fifth Amendment provides that "[n]o person shall be compelled in any criminal case to be a witness against [her]self." U.S. Const. amend. V. Before an individual is interrogated while in police custody, a police officer must inform the individual of her Miranda rights. The police must advise her of her right to remain silent, that anything she says can or may be used against her, and that she has the right to an attorney. See Miranda v. Arizona, 384 U.S. 436, 479

(1966). A police officer is only required to read an individual her Miranda rights when the individual is (i) in custody, and (ii) interrogated. See id. at 468.

Custody is defined as “a formal arrest or restraint on freedom of movement of the degree associated with a formal arrest.” Stansbury v. California, 511 U.S. 318, 322 (1994). To determine whether an individual is in custody, this Court must decide whether a reasonable person would believe that she is not free to leave. See United States v. Beraun-Panez, 812 F.2d 578, 580 (9th Cir. 1986). This is an objective test and subjective viewpoints are irrelevant. See Stansbury, 511 U.S. at 319. Courts consider a wide range of factors when determining if a person was in custody. The custodial analysis is based on the totality of the circumstances; no one factor is dispositive. See United States v. Ortiz, 781 F.3d 221, 229 (5th Cir. 2015).

If an individual is subject to an interrogation, a police officer is required to provide the suspect her Miranda warnings. Interrogation is defined as any words or actions by the police that “the police should know are reasonably likely to elicit an incriminating response from the suspect.” Rhode Island v. Innis, 446 U.S. 291, 301 (1980). Miranda safeguards are not applicable to “general questioning of citizens in the fact-finding process,” such as routine booking questions. Miranda, 384 U.S. at 444; see also Pennsylvania v. Muniz, 496 U.S. 582, 600 (1990). To determine whether an officer’s questioning constituted an interrogation, courts analyze the suspect’s perception and the officer’s intent. See Arizona v. Mauro, 481 U.S. 520, 529 (1987).

When an individual is both in custody and subject to an interrogation, law enforcement is required to read an individual her Miranda rights. Miranda, 384 U.S. at 447. If the individual receives her Miranda rights, any subsequent statements made by her are admissible at trial. Id. If the individual does not receive her Miranda rights, all statements must be suppressed. Id.



**A.**  
**DISCUSSION**

Today we affirm the District Court's decision and hold that Taylor Hasty was not in custody when Officer Sheeran questioned her in Principal Closs's office. Therefore, Officer Sheeran was not required to recite Hasty her Miranda warnings and her statements were properly admitted.

Courts consider a variety of factors to determine whether an individual was in custody during an alleged interrogation. We will analyze the following six factors as the most persuasive: (i) whether the officer physically or psychologically restrained Hasty during questioning; (ii) whether Hasty asked to leave or was told she was not allowed to leave; (iii) whether Hasty was arrested immediately following questioning; (iv) whether Hasty voluntarily entered or initiated contact; (v) the length of the questioning; and (vi) whether the atmosphere was police dominated. See Ortiz, 781 F.3d at 229; United States v. Griffin, 922 F.2d 1343, 1349 (8th Cir. 1990). After balancing these factors, we hold that Hasty was not in custody.

**1. Suspect's Restraint**

In her dissent, Judge Patel argues that a reasonable person would have felt restrained because the office door was closed and Officer Sheeran's handcuffs were visible during the questioning. We disagree. This is not enough to find that Hasty was restrained.

Hasty was never physically restrained during questioning. Officer Sheeran remained seated and on the other side of the large office from Hasty. She was never directed where to sit and freely chose her own seat. Moreover, it cannot be that Hasty was psychologically restrained simply because she saw an officer's handcuffs.

Finally, in United States v. Hurtado, the Fifth Circuit held that an individual was not in custody when officers never displayed their weapons and did not threaten her or restrict her

movement. 899 F.2d 371, 373 (5th Cir. 2009). Similarly here, there is no indication that Officer Sheeran was carrying a weapon and he did not threaten her. Therefore, this factor weighs in favor of the admissibility of Hasty's statements.

## **2. Permission to Leave**

Neither Principal Closs nor Officer Sheeran told Hasty that she was not allowed to leave. The Eleventh Circuit held that a defendant was not in custody because he did not ask to leave and the law enforcement agent never told him that he could not leave. See United States v. Moya, 74 F.3d 1117, 1119 (11th Cir. 1996). Here, Hasty did not request to leave. In fact, Principal Closs told her to leave so she would not be late for class. Officer Sheeran did not stop her. We are certain that a reasonable person would feel that she could have left at any point during the questioning.

## **3. Time of Arrest**

Hasty was not in custody because immediately after leaving Principal Closs's office, Hasty went to class. When an individual is arrested immediately following questioning, there is a strong likelihood that the individual was in custody during questioning. See United States v. Manta-Carillo, 491 F. App'x 125, 128 (11th Cir. 2012). Hasty was not arrested until cheerleading practice, hours after speaking with Officer Sheeran.

## **4. Voluntariness**

An individual is not in custody when she initiates contact and voluntarily answers a police officer's questions. See Oregon v. Mathiason, 429 U.S. 492, 494 (1977). Hasty voluntarily walked to the principal's office to fill out student government paperwork. She was not called down to the principal's office or compelled to speak to Officer Sheeran. Principal Closs asked to speak with Hasty and she happily agreed. Not only did Hasty choose to enter

Principal Closs's office, she voluntarily answered Officer Sheeran's questions. This Court is convinced that Hasty's behavior indicates that she voluntarily engaged with Officer Sheeran.

If this Court were to hold otherwise, any individual who voluntarily speaks to a police officer and provides information would be considered in custody. This would discourage citizens from communicating with police officers and hinder common and accepted information gathering techniques by law enforcement. It would also encourage police officers to quickly provide individuals their Miranda rights, which could be frightening and unnecessarily terminate an otherwise productive conversation with a police officer. Therefore, this factor weighs in favor of the admissibility of Hasty's statements.

#### **5. Length of the Questioning**

Hasty's questioning lasted a mere fifteen minutes. In Ortiz, the Fifth Circuit found that the defendant was not in custody during a thirty-minute interview. Ortiz, 781 F.3d at 233. Here, the interview lasted half that time. A reasonable person would not think that they were in custody during a fifteen-minute conversation with an officer. In fact, the record indicates that for part of the time Hasty was in the office, she had a conversation with Principal Closs and not only Officer Sheeran. Therefore, the length of this conversation also weighs against a finding that Hasty was in custody.

#### **6. Atmosphere of Questioning**

Finally, we find that the atmosphere in Principal Closs's office was not dominated by Officer Sheeran. When many police officers are present during questioning, it is more likely that the individual is in custody. See United States v. Cavazos, 668 F.3d 190, 195 (5th Cir. 2012). In United States v. Wright, the Fifth Circuit found that the suspect was in custody because there were seventeen to nineteen officers present during the questioning. 777 F.3d 769, 771 (5th Cir.

2015). Comparatively, an individual was not in custody when only one or two police officers were present. See Ortiz, 781 F.3d at 232. This case is analogous to Ortiz because Hasty was only questioned by one police officer. In fact, Officer Sheeran did not question Hasty alone. Principal Closs, a trusted and familiar figure, was also present.

Because we find that Hasty was not in custody during Officer Sheeran's questioning, we need not consider the issue of interrogation today.

For the reasons set forth above, we affirm the judgment of the District Court and hold that Hasty's statements were properly admitted into evidence. Accordingly, Hasty's conviction is AFFIRMED.

SO ORDERED.

**WEBSTER, *Circuit Judge*, dissenting in part:**

Although I agree with the majority's holding that Hasty was not subjected to a custodial interrogation, I strongly dissent from its holding regarding cell phone locational data. I would find that obtaining a third party's records of a user's cell site locational data constitutes a search under the Fourth Amendment. Because this search was conducted without probable cause and a search warrant, it therefore violated Hasty's Fourth Amendment rights.

**1. Third Party Doctrine**

The majority relies on the holding in Smith v. Maryland, 442 U.S. 735, 744 (1979), that a defendant does not have an expectation of privacy in information she “voluntarily conveys” to a third party. However, I do not believe Smith and the third party doctrine apply to the facts of this case. It cannot be that cell phone users forfeit a basic expectation of privacy by simply participating in a societal norm—using a cell phone. This is particularly true for smartphones. When email and other real time applications, such as Instagram, Facebook, and SnapChat automatically refresh, the cell phone transmits a signal to the cell tower. These automatic updates involuntarily convey a user's location even when she is not actively using her phone.

Contrary to the majority's interpretation of Smith, people do retain a reasonable expectation of privacy in things that have been conveyed to third parties. See, e.g., United States v. Jacobsen, 466 U.S. 109, 114 (1984). The Jacobsen Court held that the public at large has a legitimate expectation of privacy in letters and other sealed packages, even though they are voluntarily given to a third party for delivery. See id. Similarly here, even though cell phone users inadvertently reveal their locations when using cell phones to cell phone companies, it does not mean that there is no expectation of privacy in cell phone locational data.

The third party doctrine is traditionally applied to particular business records. These business records, such as credit card statements, reflect voluntary commercial transactions and are inapposite to cell phone locational records. See Graham, 796 F.3d at 357. Cell site location information is not always voluntarily conveyed by the user. Therefore, I would hold that there is an expectation of privacy in third party cell site location information records.

Because I find the third party doctrine misplaced, I now turn to the Katz analysis. 2. Katz Analysis

Under a broader Katz analysis, Hasty manifested a subjective expectation of privacy that society is willing to recognize as reasonable. First, courts must consider whether an individual took affirmative steps to manifest an expectation of privacy. Katz, 389 U.S. at 361. Here, Hasty did take affirmative steps to manifest this expectation. Hasty blocked the general public from accessing her social media posts. When setting up her social media accounts, Hasty affirmatively chose the option on each account that allowed only her “friends”—people that she approved—to see her posts or access her profile. This action shows a manifestation of privacy.

Further, society is willing to recognize an expectation of privacy in cell phone locational data as reasonable because cell site locational data can track a person and her cell phone into her home. “[P]rivate residences are places in which the individual normally expects privacy free of governmental intrusion not authorized by a warrant, and that expectation is plainly one that society is prepared to recognize as justifiable.” See United States v. Karo, 468 U.S. 705, 714 (1984). Thus, because examination of cell site locational data allows the government to follow an individual into her home, society recognizes an expectation of privacy of such information as reasonable.

### **3. Jones Analysis**

Finally, it is appropriate to compare cell phone locational records to GPS tracking records. Long-term GPS tracking can constitute a search under the Fourth Amendment because it reveals intimate details of a person's life. See United States v. Jones, 132 S. Ct. 945, 956 (2012) (Sotomayor, J., concurring). Specifically, Justice Sotomayor articulated a concern that, "GPS monitoring generates a precise, comprehensive record of a person's public movements that reflects a wealth of detail about her familial, political, professional, religious, and sexual associations." Id. at 955.

Likewise, cell phone location records, like Horizon's, reveal a detailed description of a cell phone user's prolonged movements and daily life. The police obtained Hasty's cell phone records spanning seventy-five days. These records included an impressive amount of information: the time, date, and corresponding incoming and outgoing phone numbers of 14,175 text messages and 198 calls, and 18,753 locational data points for Hasty's phone, exposing her location. This amount of data is substantial enough to provide a detailed account of Hasty's movements during that period. Therefore, I would hold that obtaining cell phone locational data for such a prolonged period of time constitutes a search and thus required a warrant and probable cause.

Giving the government access to a person's cell phone locational data essentially allows twenty-four hour surveillance by the government because an individual, if ever, does not carry her phone with her. For this reason, I believe it is in the public's interest to require a warrant based on probable cause before obtaining a service provider's records of a user's cell phone locational data.

Therefore, I would hold that obtaining Hasty's cell phone records was a search under the Fourth Amendment that required a search warrant based on probable cause. Because officers did not have either, I would vacate Hasty's conviction.



**PATEL, Circuit Judge, dissenting in part:**

Although I agree with the majority's analysis on whether obtaining Hasty's cell phone locational data constituted a search, I feel compelled to voice my dissent on the custodial interrogation issue. Based on the totality of the circumstances, I find that Hasty was subjected to a custodial interrogation without having received her Miranda warnings. Thus, I would find that Hasty's statements were improperly admitted into evidence.

The majority erred by employing the custodial interrogation analysis without considering Hasty's age. Chief Judge Chidylo's analysis does not reflect the level of procedural safeguards guaranteed by the Fifth Amendment for a child. A suspect's age affects her perception of her freedom to leave the situation. See J.D.B v. North Carolina, 131 S. Ct. 2394, 2403 (2011). Hasty's age, experience, intelligence, and the fact that her parents were not contacted is disconcerting. Therefore, under a totality of the circumstances approach, the majority should have held that Hasty was interrogated while in custody.

**1. Custody Analysis**

An individual is in custody either when she is formally arrested or "under any circumstances where [she] is deprived of his freedom of action in any significant way." Miranda, 384 U.S. at 444. The majority creates a list of factors that do not correctly reflect the proper totality of the circumstances analysis. Based on my reading of relevant case law, I find it more appropriate to look to the following factors to determine whether Hasty was in custody: (i) whether Hasty voluntarily entered or initiated contact; (ii) whether Hasty was affirmatively told that she could leave; (iii) whether the officer physically or psychologically restrained Hasty during questioning; (iv) the location of the questioning; (v) the atmosphere of questioning; and (vi) the duration of the questioning. See United States v. Ortiz, 781 F.3d 221, 229 (5th Cir. 2015); United States v.

Griffin, 922 F.2d 1343, 1349 (8th Cir. 1990). Moreover, each of these factors should be considered in light of Hasty's age.

**a. Voluntariness**

Hasty did not voluntarily engage with Officer Sheeran. In Oregon v. Mathiason, the Court held that an individual was not in custody when he voluntarily went to the police station for questioning and was immediately informed that he was not under arrest. See Oregon v. Mathiason, 429 U.S. 492, 493 (1977). These facts are wholly distinguishable from today's case. Hasty did not willingly agree to speak to Officer Sheeran. She only agreed to meet with Principal Closs and was not warned that Officer Sheeran would be present in the room. Further, Officer Sheeran never informed her that she was not under arrest. Accordingly, this was not a voluntary encounter with the police and this factor weighs heavily in favor of Hasty.

**b. Permission to Leave**

Hasty was not told that she could leave until after the interrogation. I find this case to be similar to Griffin where an individual was found to be in custody while being interrogated. There, the defendant was questioned in his dining room by two agents who did not contact him prior to arriving and did not tell him that he was free to leave. 922 F.2d at 1348. Similarly, neither Officer Sheeran nor the principal told her that she could leave at any point during the interrogation. Principal Closs only permitted Hasty to leave once the interrogation was completed. Moreover, Officer Sheeran closed the door behind Hasty after she entered the room. Surely a young girl trapped in a room with only authority figures—her school principal, commonly thought of as the primary disciplinarian at school, and a police officer—would not feel that she could get up and leave.

Factoring in Hasty's age makes it clear to me that a reasonable person in Hasty's situation would feel that she was in custody.

**c. Restraint**

I agree with the majority that Hasty was not physically restrained. However, I believe Hasty was psychologically restrained, especially considering Hasty's age. Children are "more vulnerable or susceptible to . . . outside pressures" than adults. J.D.B., 131 S. Ct. at 2403. The J.D.B. Court noted that children are less mature and "often lack [] experience, perspective, and judgment." Id. (citations omitted) (discussing an objective legal standard and taking into account an individual's age).

Hasty is a sixteen-year-old junior in high school. She only agreed to a meeting with her principal, not her principal and a police officer. Additionally, not only was she not informed about Officer Sheeran's presence, but the officer also questioned her in a confined space with his handcuffs clearly visible. Considering these circumstances, a reasonable child in Hasty's position would feel that she was psychologically restrained. Accordingly, this factor should weigh in Hasty's favor.

**d. Location**

The location of Hasty's interrogation with Officer Sheeran supports finding that she was in custody. Schools have an inherently coercive effect on students. See id. at 2405. Hasty was questioned at school, in her principal's office. It is reasonable to find that a student in Hasty's situation would feel that this was a coercive environment. Therefore, this factor weighs in favor of suppressing the evidence.

**e. Atmosphere of Questioning**

Hasty's interrogation occurred in a police-dominated atmosphere. In United States v. Beraun-Panez, the Ninth Circuit found that isolating a suspect from others who might lend "moral support" to the suspect being questioned was a psychologically coercive tactic that created a "police-dominated atmosphere." 812 F.2d 578, 582 (9th Cir. 1987). Hasty was questioned in the principal's office rather than in a public setting, like the school cafeteria. For any student to be called into the principal's office is an intimidating scenario. Adding a police officer with handcuffs in a closed office only heightens the intimidation that a high school student would experience. Thus, I am compelled to find that the atmosphere was police dominated, making it more likely that Hasty was in custody.

#### **f. Duration of the Questioning**

I concede that the length of the interrogation weighs in favor of admissibility.

On balance, I would find that Hasty was in custody when she was in the principal's office.

### **2. Interrogation Analysis**

I now address the second prong of the Miranda analysis and consider whether Hasty was interrogated while in custody. I would find that Officer Sheeran's questioning constituted an interrogation and therefore Hasty's statements were improperly admitted at trial.

The Court has stressed that the definition of interrogation "focuses primarily upon the perceptions of the suspect." Rhode Island v. Innis, 446 U.S. 291, 292 (1980). An interrogation occurs when the police use words or acts that they "should know are reasonably likely to elicit an incriminating response from the suspect." Id. at 301. Here, Hasty was in an enclosed room and questioned by a police officer in the presence of another authority figure. Thus, Officer Sheeran should have known that this would elicit incriminating statements from a student.

Furthermore, there is a clear distinction between general comments made by a police officer and particularized statements tailored to a suspect's weaknesses. See id. Here, Hasty was subjected to particularized questioning. Officer Sheeran began questioning Hasty by discussing her school-related activities, gaining her trust. He then discussed the ongoing criminal investigation, eliciting an incriminating response from Hasty. This line of questioning was clearly tailored to Hasty and Hasty could have perceived this to be an interrogation.

Although, the interrogation analysis hinges primarily on the perception of the suspect, the Court also considers the intent of the police officer. Id. at 301 n.7. I believe it is clear that Officer Sheeran intended to elicit an incriminating statement from Hasty. Officer Sheeran questioned Hasty after receiving an anonymous tip alleging that Hasty and her friends were potential culprits. He did not warn her that the police believed she was a suspect of an ongoing criminal investigation. Instead, he wanted to uncover enough information to connect her to the string of vandalisms. Moreover, his intent was clear when he emotionally manipulated Hasty by discussing how graffiti impacts business owners and the consequences of criminal activity. This suggests that Officer Sheeran took affirmative steps that he knew would reasonably elicit incriminating statements from Hasty. Therefore, Hasty was subjected to an interrogation.

For the aforementioned reasons, I would find that Hasty was in custody and interrogated. Thus, Officer Sheeran should have first provided Hasty her Miranda warnings. Because he did not, Hasty's statements made in Principal Closs's office should have been suppressed. The majority should have reversed and remanded the case for further proceedings in accordance with this ruling.

Therefore, I respectfully dissent.

(U.S. SUPREME COURT LIST: 570 U.S.)

Wednesday, October 7, 2015

CERTIORARI GRANTED

NO. 15-1786: TAYLOR HASTY V. UNITED STATES OF AMERICA

The petition for a writ of certiorari is granted. This Court may consider the following questions raised by the parties:

1. Whether the police conduct a search in violation of the Fourth Amendment when they obtain a cell phone service provider's business records containing a user's cell phone locational data.
2. Whether a high school student was subjected to a custodial interrogation when she was questioned by a police officer in her principal's office.

**APPENDIX I**  
**Table of Authorities**

**Issue I**

U.S. Const. amend. IV

United States v. Jones, 132 S. Ct. 945 (2012)  
United States v. Karo, 468 U.S. 705 (1984)  
United States v. Knotts, 460 U.S. 276 (1983)  
Smith v. Maryland, 442 U.S. 735 (1979)  
United States v. Miller, 425 U.S. 435 (1976)  
Katz v. United States, 389 U.S. 347 (1967)  
United States v. Graham, 796 F.3d 332 (4th Cir. 2015)  
United States v. Davis, 785 F.3d 498 (11th Cir. 2015)

**Issue II**

U.S. Const. amend. V

J.D.B. v. North Carolina, 131 S. Ct. 2394 (2011)  
Pennsylvania v. Muniz, 496 U.S. 582 (1990)  
Rhode Island v. Innis, 446 U.S. 291 (1980)  
Oregon v. Mathiason, 429 U.S. 492 (1977)  
Miranda v. Arizona, 384 U.S. 436 (1966)  
United States v. Ortiz, 781 F.3d 221 (5th Cir. 2015)  
United States v. Courtney, 463 F.3d 333 (5th Cir. 2006)  
United States v. Kim, 292 F.3d 969 (9th Cir. 2002)  
United States v. Jackson, 189 F.3d 502 (7th Cir. 1999)  
United States v. Beraun-Panez, 812 F.2d 578 (9th Cir. 1987)  
United States v. Griffin, 922 F.2d 1343 (8th Cir. 1990)