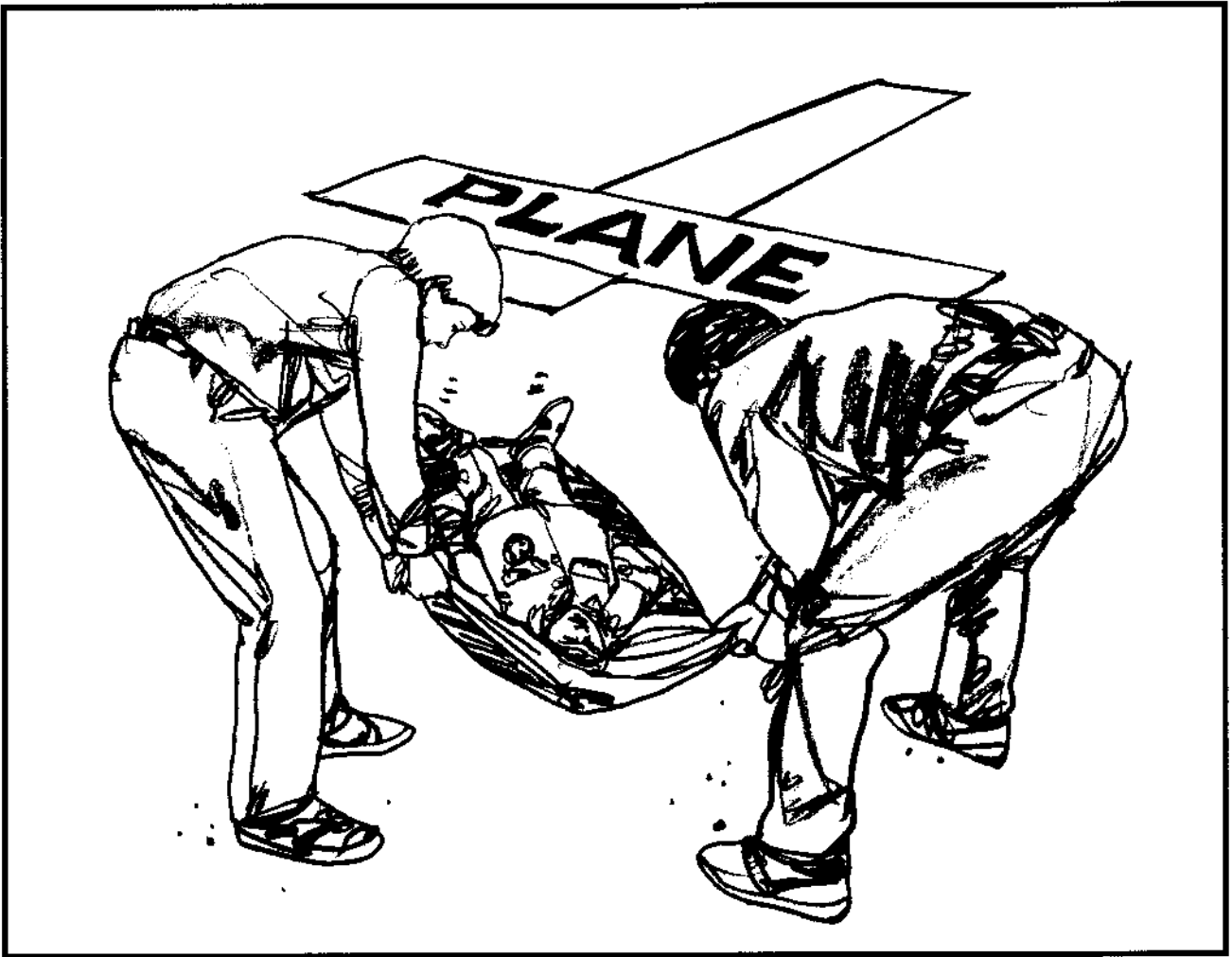


# WILDERNESS SURVIVAL



Early man practiced wilderness survival because he had to. We practice it today because it is a challenge and because even today we might confront a situation requiring knowledge of survival techniques in the wild.

Wilderness survival requires the ability to evaluate circumstances, make decisions, and keep a clear mind. Plan to test your troop's members for these attributes.

The survival weekend highlight could be held in a Scout camp or in a wild area that will challenge their ability to build shelters and find food. Make sure that you have the necessary permissions if it is private property.

Do not purposely destroy the environment in order to work on your skills. In some cases, you may have to simulate experiences to avoid damaging the environment. Keep in mind that the troop's aim is not to become survival experts but to gain some basic skills that would be useful in an emergency. As the patrol leaders' council plans activities, remember to consider the skill levels of your Scouts.

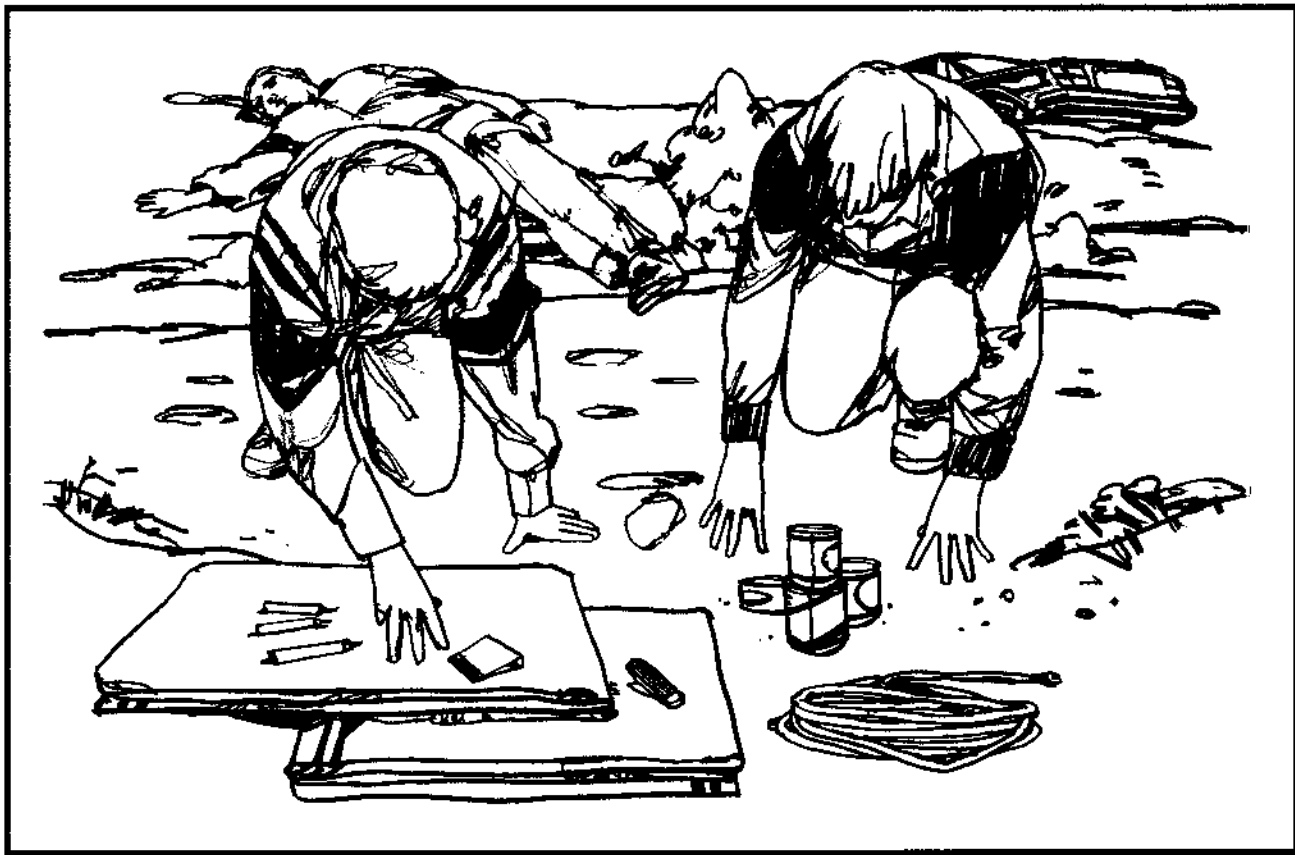
## SCOUTING OUTCOMES

This month's patrol and troop activities should give your Scouts

- Basic outdoor skills
- Enhanced skills in using natural resources to survive
- A greater understanding of the importance of conservation
- Improved ability in making decisions
- Increased self-confidence

## ADVANCEMENT OPPORTUNITIES

By month's end, all Scouts should have met many of their basic camping and cooking requirements for First Class rank. Depending on the campout activities, they may also complete all or part of the following rank requirements:



#### *Tenderfoot*

- Outdoor—cooking, camping, hiking
- Citizenship—flag ceremonies, first aid
- Patrol/troop participation—patrol identification
- Personal development—Scout Oath and Law

#### *Second Class*

- Outdoor—cooking, camping, hiking
- Citizenship—flag ceremonies, first aid
- Patrol/troop participation—patrol identification
- Personal development—Scout Oath and Law

#### *First Class*

- Outdoor—cooking, camping, nature, hiking
- Citizenship—flag ceremonies, first aid
- Patrol/troop participation—patrol identification
- Personal development—Scout Oath and Law

*Merit Badges.* Older Scouts can concentrate on the Wilderness Survival merit badge this month; they should be able to complete most of the requirements. They may also complete requirements for Cooking, Camping, Hiking, Orienteering, and other nature-related merit badges.

### **PARENT/GUARDIAN PARTICIPATION**

The patrol leaders' council can involve parents in the program feature this month by

- Asking qualified people to assist with instruction
- Inviting parents on the campout
- Asking parents to provide transportation to the campsite

### **PATROL LEADERS' COUNCIL**

The patrol leaders' council should meet during the early part of the previous month to plan troop activities for this program feature. If you don't complete all items on the following agenda, continue planning at patrol leaders' council meetings after each troop meeting.

- Decide on the campsite for the survival weekend. If your council's camp does not have raw materials for shelters and other projects, try other sources. Do not plan to disturb the environment or use materials at a campsite without the owner's permission.
- Inventory the troop's camping equipment, if that has not been done recently.
- Plan details of troop meetings for the month. Assign patrol demonstrations, covering skills that will be needed for the campout activities.



- Practice knots and lashings, if equipment is available.
- Study and practice survival techniques for your particular locale, including how to find edible wild plants, etc.

### **FEATURE EVENT**

#### **Survival Weekend**

Basic camping skills are used regardless of how many times you go camping or the types of challenges you face in a survival circumstance. No matter what your skill level is, this weekend will test your ability to deal with living in the out-of-doors.

As you make plans for this weekend, be sure your program meets the skill levels of your Scouts. New Scouts will need some extra attention in preparing for their first campout. The older Scouts may also experience some new outdoor challenges.

#### **Campout Activities**

Activities will obviously depend in part on the time of year you have chosen. You may want to consider a similar program at different times of the year, and in different locations.

Several activities are summarized in the following section. Select one or more of these, or make up your own. The younger Scouts may need to spend most of their time working on basic camping skills.

**DOWNED PLANE.** You are in a small plane flying over a heavily wooded area. You develop engine trouble and must land. The pilot spots a clearing and starts his approach. A wheel on the aircraft hits a treetop and breaks off. You belly-land, slide into a clump of trees, and a fire breaks out. The pilot has been knocked unconscious. You are on the side of a mountain at an elevation of 8,000 feet, 60 miles from the nearest

civilization. The pilot did radio for help, but you aren't sure if the message was received. A thunderstorm is approaching; you have a bag of clothes and no food except two candy bars. There is a small first-aid kit in the plane, a gallon of water, a blanket, and a pocket-knife. It may take several days before a rescue party can find you. Demonstrate how you would survive.

**AUTO ACCIDENT.** You are driving through the mountains. A freak snowstorm hits; the car you are in slides off the side of a steep embankment into a ravine. The driver is knocked unconscious and breaks his leg. The snowstorm closes the road for 24 hours. In the car you have 50 feet of ¼-inch rope, two blankets, three candles, some canned goods, a penknife, and a book of matches. No one knows you were on the road. How would you survive?

**THE FLOOD.** Your patrol is on a campout. A flash flood washes away your campsite. You climb some tall trees to avoid the water. You manage to save one canteen of water, a flint and steel set, two blankets, a poncho, 100 feet of ¼-inch rope, and a personal first-aid kit. You are 10 miles from a ranger station, and your leaders were fishing upstream when the flood happened. How would you survive for two days?

**LOST SCOUTS.** You and your patrol buddy are on a nature hike and lose the directions to your campsite. You forgot to tell someone you were leaving, so it is several hours before you are missed. You had hiked 5 miles from camp with only your canteen, a candy bar, and your notepad. One of you had a Scout pocketknife and a book of three matches. A storm is moving in and you must seek shelter. How will you survive?

# WILDERNESS SURVIVAL

## TROOP MEETING PLAN

Date \_\_\_\_\_ Week 1

ACTIVITY	DESCRIPTION	RUN BY	TIME
<b>Preopening</b> _____ minutes	Have Scouts work on finding directions without a compass or telling time without a watch.		
<b>Opening Ceremony</b> _____ minutes	<ul style="list-style-type: none"> <li>• Each patrol gives its patrol yell.</li> <li>• Present colors.</li> <li>• Repeat the Pledge of Allegiance.</li> <li>• Recite the Outdoor Code.</li> </ul>		
<b>Skills Instruction</b> _____ minutes	<ul style="list-style-type: none"> <li>• New Scouts work on the half hitch and tautline hitch, and knife and ax skills.</li> <li>• Experienced Scouts work on starting a fire without using matches and on reviewing survival situation priorities.</li> <li>• Older Scouts work on the Venture program or make plans to live on wild edible plants in the area during survival weekend.</li> </ul>		
<b>Patrol Meetings</b> _____ minutes	Discuss plans for the outing this month and make sure everyone knows his assignments. If it will be an overnighiter, begin meal planning and patrol duty roster. Plan for equipment distribution and tent needs. Scouts who have not been camping will need some extra help. All other patrols work on plans for activities toward the next rank advancement.		
<b>Interpatrol Activity</b> _____ minutes	Play Shipwreck. (See the Games section of <i>Troop Program Resources</i> .)		
<b>Closing</b> _____ minutes Total 90 minutes of meeting	<ul style="list-style-type: none"> <li>• Form a circle, cross arms, grasp your neighbors' hands, and repeat the Scout benediction.</li> <li>• Scoutmaster's Minute.</li> <li>• Retire colors.</li> </ul>	SM	
<b>After the Meeting</b>	Patrol leaders' council reviews the next meeting and plans for the troop outing. Begin work on next month's program feature.		

\*Troop Program Resources for Scout Troops and Varsity Teams, Supply No. 33588

# WILDERNESS SURVIVAL

## TROOP MEETING PLAN

Date \_\_\_\_\_ Week 2

ACTIVITY	DESCRIPTION	RUN BY	TIME
<b>Preopening</b> _____ minutes			
<b>Opening Ceremony</b> _____ minutes			
<b>Skills Instruction</b> _____ minutes	<ul style="list-style-type: none"> <li>• New Scouts work on building a fire and on first aid for simple blisters, scratches, and minor burns or scalds. Do Fuzz-Stick Relay. (See the Games section of <i>Troop Program Resources</i>. *)</li> <li>• Experienced Scouts work on designing or building survival shelters.</li> <li>• Older Scouts work on the Venture program or continue work with edible plants and prepare some meals with them.</li> </ul>		
<b>Patrol Meetings</b> _____ minutes	Review assignments for the campout. First-time campers continue working on procedures for hiking and camping. All other patrols continue to work on activities for advancement for the outing. Practice interpatrol activities. New Scouts plan a menu to be used on the campout and determine who will get the food.		
<b>Interpatrol Activity</b> _____ minutes	Play Moonball. (See the Games section of <i>Troop Program Resources</i> . *)		
<b>Closing</b> _____ minutes  Total 90 minutes of meeting	<ul style="list-style-type: none"> <li>• Scoutmaster's Minute.</li> <li>• Retire colors.</li> </ul>	SM	
<b>After the Meeting</b>	Patrol leaders' council reviews the next meeting and plans for the troop outing. Continue work on next month's program feature.		

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# WILDERNESS SURVIVAL

## TROOP MEETING PLAN

Date \_\_\_\_\_ Week 3

ACTIVITY	DESCRIPTION	RUN BY	TIME
<b>Preopening</b> _____ minutes			
<b>Opening Ceremony</b> _____ minutes			
<b>Skills Instruction</b> _____ minutes	<ul style="list-style-type: none"> <li>• New Scouts learn what to do if they get lost in the wilderness. Also review first aid for puncture wounds, heat exhaustion, and shock. Do Two-Man-Carry Relay. (See the Games section of <i>Troop Program Resources</i>. *)</li> <li>• Experienced Scouts work on signaling techniques for ground-to-air and on purifying water techniques.</li> <li>• Older Scouts work on the Venture program or make a survival kit to fit into a 35mm film canister.</li> </ul>		
<b>Patrol Meetings</b> _____ minutes	New Scouts finalize the menu for the outing this month and make sure everyone knows what he will need to bring. Review clothing and equipment needs and collect any necessary fees. Practice interpatrol activities.		
<b>Interpatrol Activity</b> _____ minutes	Play Inchworm. (See the Games section of <i>Troop Program Resources</i> . *)		
<b>Closing</b> _____ minutes  Total 90 minutes of meeting	<ul style="list-style-type: none"> <li>• Scoutmaster's Minute.</li> <li>• Retire colors.</li> </ul>	SM	
<b>After the Meeting</b>	Patrol leaders' council reviews the next meeting and plans for the outing. Continue work on next month's program feature.		

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# WILDERNESS SURVIVAL

## TROOP MEETING PLAN

Date \_\_\_\_\_ Week 4

ACTIVITY	DESCRIPTION	RUN BY	TIME
<b>Preopening</b> _____ minutes			
<b>Opening Ceremony</b> _____ minutes			
<b>Skills Instruction</b> _____ minutes	<ul style="list-style-type: none"> <li>• New Scouts work on camp sanitation, tent pitching, and campsite selection.</li> <li>• Experienced Scouts review map and compass techniques.</li> <li>• Older Scouts work on the Venture program or review materials needed for the campout.</li> </ul>		
<b>Patrol Meetings</b> _____ minutes	Review plans and assignments for the campout. Make sure everyone knows the travel plans and equipment needs. Go over the patrol duty roster. Practice any interpatrol activities that will take place.		
<b>Interpatrol Activity</b> _____ minutes	Play Frantic Object. (See the Games section of <i>Troop Program Resources</i> .)		
<b>Closing</b> _____ minutes  Total 90 minutes of meeting	<ul style="list-style-type: none"> <li>• Scoutmaster's Minute.</li> <li>• Retire colors.</li> </ul>	SM	
<b>After the Meeting</b>	Patrol leaders' council reviews the next meeting and checks last-minute details for the survival weekend. Finalize work on next month's program feature.		

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## WILDERNESS SURVIVAL TROOP OUTDOOR PROGRAM PLAN

Date \_\_\_\_\_

TIME	ACTIVITY	RUN BY
<b>Friday evening</b>	Load gear at meeting location and leave for camping area. Plan only a light meal en route.	SPL
	At the campsite, off-load equipment and set up patrol sites.	SPL/PL
<b>Saturday</b> 6:30 A.M.	Cooks and assistants up. Prepare breakfast. (Cooks should be working on First and Second Class requirements.)	Cooks, assistants
7:00 A.M.	Everyone else up. Take care of personal hygiene, air tents, hang out sleeping bags.	
7:30 A.M.	Breakfast	
8:00 A.M.	Clean up.	Cooks
	Patrols put up the gear for morning activities, clean up patrol site.	
8:30-11:30 A.M.	Young Scouts take a nature hike and work on nature requirements for Tenderfoot through First Class ranks. Experienced Scouts begin survival problems.	
11:30 A.M.	Cooks prepare lunch.	Cooks
Noon	Lunch	
12:30 P.M.	Clean up.	Cooks
	Free time	
1:00 P.M.	Younger Scouts practice simple survival problems; other Scouts continue solving survival problems.	
4:30 P.M.	Start dinner preparation.	Cooks
5:30 P.M.	Dinner	SPL
6:00 P.M.	Clean up.	Cooks
8:00 P.M.	Campfire	SPL
9:00 P.M.	Cracker barrel	
10:00 P.M.	Lights out	
<b>Sunday</b> 6:30 A.M.	Cooks and assistants up. Prepare breakfast. (Cooks should be on First and Second Class requirements.)	Cooks, assistants
7:00 A.M.	Everyone else up. Take care of personal hygiene, air tents, hang out sleeping bags.	
7:30 A.M.	Breakfast	

<b>TIME</b>	<b>ACTIVITY</b>	<b>RUN BY</b>
8:00 A.M.	Clean up.	Cooks
	Patrols put up the gear for morning activities, clean up patrol site.	
8:30 A.M.	Worship service	
9:00–11:00 A.M.	Patrol games—Use four games from the Games section of <i>Troop Program Resources</i> . *	SPL
11:00 A.M.	Break camp. Older Scouts return from survival problem.	
<b>Special equipment needed</b>	Troop camping equipment, materials for survival problems	

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