

Incident Trail

The Crean Award:

Discovery:

Patrol Activity

Endurance:

Develop Teamwork
Patrol Activity

Terra Nova:

Task/Role in Patrol
Patrol Activity

Polar:

Patrol Activity

The Activity:

Objective:

To complete an incident trail that will challenge your team work and scouting skills.

Activity Type:

Troop/Patrol Activity

Roles:

Activity Leaders

SPICES

Social
Intellectual
Emotional





Plan: Incident Trail

Incident Trail:

An incident trail is a great way for patrols to practice working as a team and developing their scouting skills. While walking a set route, each patrol will have to deal with a number of incidents or bases. Each of these can challenge them to work together, problem-solve, and use their skills.

Theme:

A theme can help tie the event together and get everyone involved. By selecting a theme it adds an extra element to the activity and makes the incidents more interesting. You can also build up anticipation for the event, by promoting the theme in the lead up. For this example, we're going with a Mission: Impossible theme, but others like Jedi Training or SAS training would equally work.

Location:

The location of the activity will depend on what you intend to do. The more incidents you have, the longer the route. Also, you need places for people to stop and a trail for patrols to walk along. Somewhere like a forest track, a long beach, or rural roadways are very suitable. The time of the activity should also influence the decision.

Format:

If you have a linear route, the patrols should be staggered by about 15mins, like in orienteering. Bear in mind that you will need to have simple activities for those waiting to start and those waiting at the end (maybe hot drinks then). If it's a circular route, the patrols can simply rotate around the bases.





Do: Incident Trail

Briefing Message

Each patrol is given a briefing message which sets up the activity. It is based on theme and explains the general idea of the trail without giving away the particular parts. You should also give them a map of the area, showing where they need to be.

This sample message uses a *Mission: Impossible* style theme (if possible, have it as a recording!). It sets up a spy story where the patrol are on a mission and will have to stealthily cover their route. You could also add to this theme by giving them blank ID cards to fill out. You could also have a check point or security patrols they have to avoid. All these little things can add to making a very memorable activity.

Consider asking other scouts or Venture Scouts to help staff the activity as well.

Mission: Impossible

Your mission, should you chose to accept it, is to make your way through the danger boarder lands of Scoutinia. You must collect four different pieces of a message that you must bring back to HQ. Be careful there are enemy agents everywhere. Be at the extraction point by 10.00pm sharp. As always, should you or any of your Patrol be caught, the Troop will disavow any knowledge of your actions. This message will self-destruct in five seconds. Good luck.



Do: Incident Trail

Sketch Map:

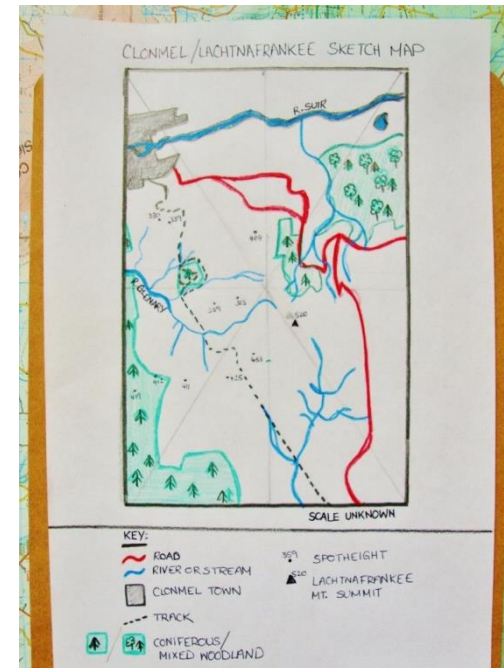
Give the patrol 15 minutes to draw a sketch map of a small area. Make sure each map has a scale, symbols, a North sign, and a legend. Have the patrol make it as accurate as possible.

Equipment:

- A pen, pencil, colouring pencils, and a rubber
- Paper, plain or with gridlines
- A ruler

As an extra part, you can then tell them that they've just mapped a minefield. An aerial drone has noticed their presence and the minefield has now been activated. The Scouter or base leader will mark the mines on the map (about 10 or so) and the patrol must use the map to navigate safely through the area. They are then given part of the message.

Check out Skills Card for making a Sketch Map:
goo.gl/9ypbKG





Do: Incident Trail

Morse Message:

Morse Code was invented by Samuel Morse in 1840s. The code is very useful in emergency signalling (SOS) with a radio, mirror, or flashlight. It is made up short signals called dits (represented as dots) and long signals are called dahs (represented as dashes).

The patrol must now send and receive a Morse Code message. Give them the Morse Code guide (next page) and show them the place the message will be coming from. The person that patrol is communicating with should be far enough away that they can't be seen, for example at least a field away. But, they must also be close enough that the signal is clearly visible.

Encourage the patrol to divide up the roles. Instead of trying to work out every letter straight away have some scouts sending/receiving and others recording the Morse and working out what it says.

Keep the messages nice and short. For example, the Patrol could send 'Fox Patrol checking in, codeword flamingo'. The message received should be one of the parts of the messages the patrol needs to collect, such as 'The satellite will active at 5pm tomorrow'. The patrol should also be given a message to sign off with.

Also, the patrol made need a few minutes to practice to get used to sending and receiving messages. Suggest that the patrol splits in two and they quickly practice sending a simple message back and forth.



MISSION: IMPOSSIBLE

Morse Code

| | | | |
|------|-------|------|------|
| . | ... | ... | ... |
| A | B | C | D |
| . | ... | .. | |
| E | F | G | H |
| .. | | ..- | ... |
| I | J | K | L |
| -- | .. | --- | |
| M | N | O | P |
| --- | ..- | ... | - |
| Q | R | S | T |
| ...- |- | ...- | ...- |
| U | V | W | X |
| -.-- | ...- | | |
| Y | Z | | |

| | | | |
|-------|-------|-------|-------|
|- | | | |
| 1 | 2 | 3 | 4 |
| | | | |
| 5 | 6 | 7 | 8 |
| ----- | ----- | | |
| 9 | 0 | | |

In Morse code, timing is very important. The length of a dot can be short enough that messages can be sent quickly and long enough to be heard over great distances. Once this standard unit of time has been established, a dash should last three times as long as a dot. The pause between individual dots and dashes should take as long as a single dot, the pause between two characters should take as long as a dash and the pause between two words should be twice as long as a dash (six times as long as a dot).

Images and some text from scoutingresources.co.uk



Do: Incident Trail

Rescue

You come across an injured operative who you must give first aid to and transport to a safe zone. The patrol must treat the person and transport them on a stretcher, which they must make. The operative may have any number of injuries. It is best to tailor these to the experience and knowledge of the patrols. For some, making a sling or a leg splint is a challenge, for others it could be severe bending. Also, ensure that the patrol 'call' the emergency services. The operative can give them part of the message when they reach safety.

Check out Skills Cards for:

Treating Bleeding: goo.gl/boNuvP

Treating a Fracture: goo.gl/v3E0kG

Building a Stretcher: goo.gl/JRCNxr

In emergency situations, remember:

- D: Danger (keep yourself safe from injury first! And put on gloves)
- R: Response (see if the victim is responsive and tell them who you are)
- S: Shout for help (make sure someone on your patrol is calling an ambulance – not really...)

- A: Airways (make sure they can breathe, not choking and their head is tilted back)
- B: Breathing (put your ear to their mouth and hand on their stomach hold for 10 seconds)
- C: Circulation (check pulse for 10 seconds, multiply by six and keep a record every 5 minutes)
- D: Deformities (head to toe inspection)
- E: Everything else (hypothermia, shock etc.)





Do: Incident Trail

Alarmed Fence

Each patrol must make their way through an alarmed fence without touching it. This challenge is also known as 'Spider's Web'.

Set up a fence using sisal, rope, or even light spars, between two trees or posts. It needs to have multiple spaces large enough for the patrol to fit through. In most cases, the patrol will have to work together to help pass scouts through the spaces. After one space is used, it is blocked off to that patrol.

Ideally, the 'fence' should not be touched, but allow for two/three mistakes before the patrol is told an enemy squad is nearby and they have to move on. Once the patrol has crossed over, give them the next part of the message.

Extraction Point: Fire Raft

The Patrol must construct a raft on which a small fire should be built. Then, they must float the raft across some water, a river, lake, or seashore, to signal for extraction from the area. The patrol must build a simple raft themselves and also light the fire (using flint & steel, if you want an extra challenge).

Have the raft on a length of sisal or rope so you can bring it back in afterwards. If you aren't near a suitable place with water, have the patrol float their raft in a basin of water.

Check out Skills Card for fire lighting:
goo.gl/iSMvQF





Review

What was the best part of the activity? What skills did you learn?

How well did the patrol work together? Is there anything you would have done differently?

What can we do next?





Review "SPICES"

Social

- Relationships
- Communication Skills
- Other Cultures
- Community Involvement
- Promise & Law

Physical

- Eat Well
- Personal Hygiene
- Balanced Lifestyle
- How Body works
- Physical Limitations
- Health Choices
- Access Help

Intellectual

- Achieving Goals
- New Ideas/Creativity
- Learn from Decisions
- Team Member

Character

- Promise & Law
- Friends & Friendships
- Plan before do
- Ensuring Fairness
- Respect
- Differences & Views
- Following Dreams
- Live the Scouting Spirit

Emotional

- Aware of feelings
- Asking/Giving Help
- Responsibility for Emotions
- Controlling Emotions
- Going Further
- Beliefs & Values
- Developing Talents

Spiritual

- Promise & Law
- Impact on Environment
- Reflection
- Changing Beliefs

