EMERGENCY PREPAREDNESS

Our Scout motto, "Be Prepared," is never more important than in dealing with emergency situations. The ability to make correct decisions under pressure really tests a Scout. As Scouts progress through the program, they perfect their skills in leadership, the outdoors, and working with people. Emergency preparedness means being prepared in all of these areas.

Your troop meeting activities this month should focus on emergency preparedness procedures. Younger Scouts will work on first aid requirements for Tenderfoot through First Class. Experienced Scouts will concentrate on advanced skills and the First Aid and Emergency Preparedness merit badges.

The big event will be "The Real Thing" weekend. Patrols will face some realistic emergency situations requiring first aid, decision making, and teamwork.

SCOUTING OUTCOMES

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

- An understanding of basic first-aid techniques
- A good grasp of the fundamentals for dealing with life-threatening situations
- Enhanced self-confidence in making decisions

ADVANCEMENT OPPORTUNITIES

Depending on the length of your outing, Scouts may 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, Good Turn
- Patrol/troop participation—patrol identification
- Personal development—Scout Oath and Law

Merit Badges. Older Scouts can concentrate on the Emergency Preparedness and First Aid merit badges this month. Depending on activities during the outing, they may also complete requirements in Camping, Cooking, Hiking, Lifesaving, and other outdoor-related merit badges.

PARENT/GUARDIAN PARTICIPATION

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

- Asking qualified parents to assist with first aid instruction
- Inviting parents to "The Real Thing" event
- Asking parents to provide transportation to the site of the outing

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 whether "The Real Thing" will be a single day or a weekend campout.
- Choose the site and secure permission, if needed.
- Ask the patrol leaders to inventory their patrol's first-aid supplies and report deficiencies. Fill needs. Ask for help from the troop committee.
- Either plan the "emergency" situations the patrols will face during "The Real Thing," or, if you want complete surprise, assign an adult leader to plan them. See sample emergencies later in this section.
- Plan details of troop meetings for the month. Assign patrol demonstrations, covering skills that will be needed for "The Real Thing."

- Arrange to invite the Emergency Preparedness and First Aid merit badge counselors to help with troop meeting instruction and to serve as judges for patrol performance for the big event.

FEATURE EVENT

The Real Thing

The big event will be a practice exercise to test your patrols' reactions to emergencies. Set up emergency situations that will be within the skill levels of the Scouts. At least some of the situations should require making decisions in "life-threatening" emergencies.

Some of the sample emergencies take place in wilderness situations; others are in urban areas. Family members or friends may play the parts of victims.

Have Emergency Preparedness or First Aid merit badge counselors or other experts on hand to judge patrol performances.

The following are some sample problems. Make up additional problems that will involve Scouts of various skill levels.

PROBLEM 1. A Scout patrol is on a campout in a heavily wooded area of a national forest. A severe thunderstorm and flash flood hits the campsite. Both adult leaders are immobilized with broken legs; one is unconscious. Several Scouts have severe cuts. The nearest ranger station is five miles from their campsite. The patrol has managed to radio you on its two-way radio to request help. You are half a mile away in the base campsite. What do you do?

(**Possible action:** Instruct the patrol members by radio to treat their most seriously injured persons first and get all patrol members to a safe place above the flood. You send for help at the ranger station, or try to reach the station by radio. Then assemble needed gear and set out to help the patrol.)

PROBLEM 2. Your patrol is hiking on a country road. A passing farm truck goes out of control and hits two patrol members. The truck then veers off the road and turns over in a ditch; the driver is knocked unconscious. You notice what appears to be toxic chemicals leaking from a container in the truck into the ditch. The nearest farmhouse is 1½ miles away. What do you do?

(**Possible action:** Send two Scouts running to the farmhouse to call for medical help and to inform the police about the accident; tell the police about the spilled material. Treat the most seriously injured victims first. The driver may have suffered serious neck or spinal injuries; to avoid aggravating them, do not move him unless necessary (as in the case of a fire).)

PROBLEM 3. Your patrol is passing a playground when one of the pieces of playground equipment collapses. Several of the children suffer broken bones and severe cuts. Many of the other children panic and begin running out in the street. What do you do?

(**Possible action:** Get control of the situation; don't panic. Calm the children and keep them seated. Reassure them that they will be OK. Send two Scouts for help, and treat the most severe cases first.)

PROBLEM 4. Your patrol is in a shopping mall. A tornado passes by, hitting one end of the mall and knocking out power. Several people are injured by flying debris, the phone system is out, and you are half a mile from a fire station. How do you react?

(**Possible action:** Keep calm. Assess potential hazards such as live wires, glass, and unstable structures. Move the injured to a safe place. Send two Scouts to the fire station for help.)

EMERGENCY PREPAREDNESS

TROOP MEETING PLAN

Date _____ Week 1

ACTIVITY	DESCRIPTION	RUN BY	TIME
Preopening _____ minutes	Have Scouts demonstrate techniques necessary in getting out of a building that is on fire. Practice hurry cases for first aid *(Boy Scout Handbook)*.		
Opening Ceremony _____ minutes	• Form troop into a "square U." • Hold uniform inspection. • Present colors. • Recite the words to the national anthem.		
Skills Instruction _____ minutes	• New Scouts work on first aid for minor burns or scalds, blisters, venomous snakebite, transporting an injured person. • Experienced Scouts work on troop mobilization techniques and moving people in emergency situations. • Older Scouts work on the Venture program or help the troop guide teach basic first aid to new Scouts.		
Patrol Meetings _____ minutes	Discuss plans for "The Real Thing" drill this month and make sure everyone knows their assignments. Each patrol should start practicing the problems they will be facing during the drill. Plan to work on skills for related merit badges. Have new Scouts also work on requirements for flag ceremonies and service projects.		
Interpatrol Activity _____ minutes	Play Scouts to the Rescue. (See the Games section of the *Troop Program Resources.**)		
Closing _____ minutes Total 90 minutes of meeting	• Have a Scout define what "helpful" means. • Scoutmaster's Minute. • Retire colors.	SM	
After the Meeting	Patrol leaders' council reviews the next meeting and troop outing. Begin work on next month's program feature.		

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EMERGENCY PREPAREDNESS

TROOP MEETING PLAN

Date _____ Week 2

ACTIVITY	DESCRIPTION	RUN BY	TIME
Preopening _____ minutes			
Opening Ceremony _____ minutes			
Skills Instruction _____ minutes	• New Scouts practice first aid for rabid animal bite, puncture wounds, serious burns, heat exhaustion. Do Arm Sling Relay. (See the Games section of the *Troop Program Resources.**) • Experienced Scouts work on lost person techniques (*Emergency Preparedness* merit badge pamphlet). • Older Scouts work on the Venture program or work with younger Scouts on first-aid basics.		
Patrol Meetings _____ minutes	Review assignments for "The Real Thing" drill. Practice interpatrol activities.		
Interpatrol Activity _____ minutes	Do Stretcher Relay. (See the Games section of the *Troop Program Resources.**)		
Closing _____ minutes Total 90 minutes of meeting	• Scoutmaster's Minute. • Retire colors.	SM	
After the Meeting	Patrol leaders' council reviews the next meeting and "The Real Thing" drill. Continue work on next month's program feature.		

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EMERGENCY PREPAREDNESS

TROOP MEETING PLAN

Date _____ Week 3

ACTIVITY	DESCRIPTION	RUN BY	TIME
Preopening _____ minutes			
Opening Ceremony _____ minutes			
Skills Instruction _____ minutes	• New Scouts work on basic first aid bandages for head injuries, upper arm/collarbone, sprained ankle *(Boy Scout Handbook)*. • Experienced Scouts work on boating accident survival techniques. • Older Scouts work on the Venture program or work on first aid with the younger Scouts.		
Patrol Meetings _____ minutes	Finalize the plans for the drill. Make sure everyone knows the time and location for the event. Practice interpatrol activities.		
Interpatrol Activity _____ minutes	Play Steal-the-Bacon. (See the Games section of the *Troop Program Resources.**)		
Closing _____ minutes Total 90 minutes of meeting	• Scoutmaster's Minute. • Retire colors.	SM	
After the Meeting	Patrol leaders' council reviews the next meeting and "The Real Thing" drill. Continue work on next month's program feature.		

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EMERGENCY PREPAREDNESS

TROOP MEETING PLAN

Date _____ Week 4

ACTIVITY	DESCRIPTION	RUN BY	TIME
Preopening _____ minutes			
Opening Ceremony _____ minutes			
Skills Instruction _____ minutes	• New Scouts test their skills using the first-aid problems in the Games section of the *Troop Program Resources.** Learn the five common signals of a heart attack. • Experienced Scouts work on ice rescue methods and signaling aircraft with body signals and ground-to-air visuals. • Older Scouts work on the Venture program or practice a realistic first-aid makeup for the drill.		
Patrol Meetings _____ minutes	Make sure everyone has the plans for the drill. Practice any interpatrol activities that will take place.		
Interpatrol Activity _____ minutes	Play Ice Accident. (See the Games section of the *Troop Program Resources.**)		
Closing _____ minutes Total 90 minutes of meeting	• Scoutmaster's Minute—reflection on the experiences of the month. • Retire colors.	SM	
After the Meeting	Patrol leaders' council reviews the next meeting and any last-minute details for "The Real Thing." Finalize work on next month's program feature.		

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EMERGENCY PREPAREDNESS

TROOP OUTDOOR PROGRAM PLAN

Date _____

TIME	ACTIVITY	RUN BY
Saturday 9:00 A.M.	Older Scouts arrive at location for The Real Thing drill and set up necessary materials.	SPL
9:30 A.M.	Rest of troop arrives.	
10:00 A.M.	Begin problem-solving.	SPL
11:30 A.M.	Sack lunch	
12:30 P.M.	Continue problem-solving.	SPL
4:30 P.M.	Present awards, leave for home.	SM
Special equipment needed	First aid supplies for the drill, awards	