



SURVIVOR – ‘THE AFTERMATH’ INFORMATION PACK TWO

Activity Preparation

In preparation for the activity teams should focus on the core survival skills, mainly shelter building, fire lighting and cooking. Teams should look at the equipment list and the assessments outlined below when preparing for the activity as it is a good indicator of what will be required of the team.

Team Assessments

Both the Alpha & Beta (Faction) Teams will undergo a preliminary assessment to ensure that they have the required skills for their level. The assessment will cover the three main survival skills – Fire, Food & Shelter. To prepare for this assessment, teams should be able to construct a Tarp type shelter, utilising guy ropes without the need to put holes in the tarp (Scouting Trail – shelters). They should also be able to make a Mound Fire, Feather Sticks and a proper Fire Lay.

Teams who cannot complete the assessment for their level will be moved to the next level.

Award Structure

Teams will be awarded badges at the level they complete the weekend. Teams who require assistance beyond that of the level they are registered for will be awarded the level below. Teams who do not complete the weekend will not be awarded badges.

Activity Theme

Survivor 2019 has been designed around a theme of “The Aftermath”. Following years of extreme weather conditions, civilisation has been reduced to the population living in Factions. These factions obtain food and equipment through a series of challenges that are decided by the Directorate. If your Team excel at their challenges they may be moved to the next higher faction, BUT if they don’t they may be moved to the next lower faction.

Upon arrival at the Wastelands, the Directorate will check all Faction team members and their equipment.

All information from here will be issued in line with this theme.

‘Wastelands’ Check in

The entry to the Wastelands will be open from 8.00pm until 9.30pm. It is important that teams arrive on time as no faction will be permitted to enter the wastelands outside these times.

Return

Teams will return on Sunday at 12.30pm for collection from the Wastelands.

Border Security

All Gear will be checked at the entrance to the ‘Wastelands’ to ensure that prohibited items do not enter the Wastelands. These items will be confiscated, particularly electronic items (excluding torches) such as phones, etc. Any food or equipment outside of the provided team equipment list will also be confiscated.

Consent Forms

Each member of the Faction (team) must have the Activity Specific consent form to take part in this activity. When you arrive and are checking in at the Wastelands crossing point, you will need to hand these in to be allowed





continue to the crossing. Any food allergies should be highlighted to scouts@scouts.ie in advance.

Equipment

1. The participant's bag containing spare clothes is **NOT** to be presented at check-in. This is to remain with the Scouter for the duration of the event.
2. All equipment needs to be packed in the participants Back Pack or attached to it. Participants will **NOT** be allowed to proceed beyond the check-in with items being carried – this is a Safety measure.
3. All equipment should be protected from the elements.
4. It is essential that each team has the items contained in the Patrol Survival Kit – **as this kit will be utilised for the Bases** over the duration of this event.
5. **All** Alpha Factions (Teams) must have cleared the check-in before 10.00pm, otherwise they will be moved to Beta Faction level – this is a Safety measure.
6. **Please note that there are some changes to the equipment list for this 'Survivor Challenge'**





Alpha Gear List:

Required Personal Equipment:

Raingear (Jacket & Trousers)

Hat & Gloves

Boots

Warm fleece

2 x Spare pairs of Socks

2 x Spare Underwear

1 x Spare Base Layer

(1 Change of Clothes in separate pack **with Scouter and NOT presented at Check-in¹**)

Sleeping bag

Sleeping mat

Survival bag

Torch (with spare batteries)

Cup, Fork & Spoon (**NO utensils that can be used as Pots, etc**)

Penknife/ Bushcraft Knife (suitable for survival tasks)

Water Bottles – **filled and in your Back Pack (To carry 2lt of water)**

Toiletries

Rucksack – **ALL personal and Team equipment must fit into, or be attached to their Rucksacks**

Required Team Equipment:

Axe with protective cover (Axe's without a suitable protective cover will not be permitted)

Small folding saw (**NO Bow Saws**)

Trowel

1 x Roll of Toilet Paper

Sanitation Wipes

Fire Blanket

Patrol First Aid Kit

Patrol Survival Kit (See Below)

¹ Each member of the team must leave a set of clothes with the accompanying scouter





Beta Gear List:

Required Personal Equipment:

Raingear (Jacket & Trousers)

Hat & Gloves

Boots

Warm fleece

2 x Spare pairs of Socks

2 x Spare Underwear

1 x Spare Base Layer

(1 Change of Clothes in separate pack **with Scouter and NOT presented at Check-in²**)

Sleeping bag

Sleeping mat

Survival bag

Torch (with spare batteries)

Bowl, Cup and Cutlery (**NO utensils that can be used as Pots, etc**)

Penknife (suitable for survival tasks)

Water Bottles – **filled and in your Back Pack (To carry 2lt of water)**

Toiletries

Rucksack – **ALL personal and Team equipment must fit into, or be attached to the Rucksacks**

Required Team Equipment:

Axe with protective cover (Axe's without a suitable protective cover will not be permitted)

Small folding saw (**NO** Bow Saws)

Trowel

1 x Roll of Toilet Paper

Spare Survival Bag

Sanitation wipes

Fire Blanket

3m x 3m Tarp

Patrol First Aid Kit

Patrol Survival Kit (See Below)

² Each member of the team must leave a set of clothes with the accompanying scouter





Delta Gear List:

Required Personal Equipment:

Raingear (Jacket & Trousers)
Hat & Gloves
Boots
Warm fleece
2 x Changes of clothes (1 Change packed in rucksack, **1 left with Scouter³**)
Sleeping bag
Sleeping mat
Survival bag
Torch (with spare batteries)
Bowl, Cup and Cutlery
Penknife (suitable for survival tasks)
Water Bottles – **filled and in your Back Pack (To carry 2lt of water)**
Toiletries
Personal First Aid Kit
Rucksack – **ALL personal and Team equipment must fit into, or be attached to the Rucksacks**

Required Team Equipment:

Axe with protective cover (Axe's without a suitable protective cover will not be permitted)
Small folding saw (**NO** Bow Saws)
Trowel
1 x Roll of Toilet Paper
2 x Spare Survival Bag
Sanitation wipes
Fire Blanket
2 x Chocolate Bar (100g max – extra to those in the Survival Kit)
3m x 3m Tarp
1 x Pot (suitable for use over an open fire)
Patrol Survival Kit (See Below)

³ Each member of the team must leave a set of clothes with the accompanying scouter





PATROL SURVIVAL KIT

Item	Description	√
1	Matches in a Waterproof Container	
2	Candles x 2	
3	Packet of Tissues x 1	
4	Whistle	
5	2 x Chocolate Bars (100g max)	
6	Fishing Line	
7	Fish Hooks x 3	
8	Penknife	
9	Needle and Thread	
10	Large Heavy Duty Black Plastic Bags x 4	
11	Small Pencil	
12	Ferro Rod and Striker x 1	
13	Small Note Book	
14	10 metres of Para Cord x 2	
15	Cotton wool Balls x 4	
16	Charred Cloth	
17	Container for above	

