



FIRST AID SKILL ACTIVITIES



These challenges and games provide Scouts with an opportunity to put their knowledge of first aid into action.

In accordance with their level of skill,

patrols can stay intact while doing these activities. Pitting one patrol against another in a competition can also be lots of fun. If patrols are organized by age, dividing the troop into equally-skilled Scout teams can be a practical alternative.

“wide” = large indoor or outdoor setting for those activities requiring a greater amount of space

“small” = small area for those activities that do not require as much space, or can be carried out in close quarters, or with a smaller number of Scouts

“in” = indoor activity

“out” = outdoor activity

BANDAGE RELAY (*small, in or out*) [View Video](#)

- *Materials:* Scout neckerchief or triangular bandage for each patrol
- *Method:* Each Scout selects a buddy from his own patrol and the pair lines up double file, facing an assigned judge who is standing 25 feet away with a neckerchief or triangular bandage. The name of a bandage, either “ankle,” “head,” or “sling,” is called out. When the name of the bandage is announced, each pair of Scouts run over to their judge and correctly apply the bandage to their buddy. The judge checks bandages as they are finished. As soon as a bandage is approved by the judge, it is removed, and the Scout on which the bandage was tied now ties the same bandage on his buddy. When the judge approves both bandages, the buddies run back to their patrol and tag off the next pair of Scouts.
- *Scoring:* Each pair that correctly ties the bandages gets a point for their patrol. The first pair to run back to their patrol scores an additional point.

FIRST AID BASEBALL (*small, in or out*)

- *Materials:* ten numbered cards (1 through 10: card 2 is a double, card 6 is a triple, card 10 is a home run, all other cards are singles), list of questions based on Tenderfoot, Second and First Class first

aid requirements

– *Method:* A miniature baseball diamond is marked out on the floor. The first patrol lines up behind home plate. The “umpire” (game leader) holds the cards in his hands. In turn, each Scout in that patrol tries to answer a question given to him by the umpire. If the Scout gives the correct answer, he draws a card. He scores whatever hit is indicated on the card and becomes a base runner as in regular baseball. If he does not answer the question correctly, he is out. After three outs, the next patrol comes to bat.

– *Scoring:* The patrol with the most runs after two innings is the winner.

FIRST AID CARRY RELAY (*wide, in or out*) [View Video](#)

– *Method:* Patrols line up in relay fashion facing a single turnaround post located 15 feet away. Two Scouts from each patrol carry the first “injured Scout” using Two-Person Carry around the turnaround post and back to the starting line. Next two Scouts carry the second “injured Scout” using the Four-Handed Seat Carry around the turnaround post and back to the starting line. Next Scout carries the third “injured Scout” using a One-Person Carry around the turnaround post and back to the starting line. If at any time an “injured Scout” touches the ground, the Scouts carrying this “injured Scout” must stop, reform their carry and continue.

– *Scoring:* The first patrol making a complete circuit with the three “injured Scouts” scores wins.

FIRST AID SCENARIOS (*small, in or out*)

– *Preparation:* The following scenarios can be printed out and distributed as a point of reference:

- Scenario A: A Scout zigzagging on a bicycle is hit by a car. He receives a cut on his left forearm that severs an artery. He also sustains a simple fracture of his right leg.
- Scenario B: A driver is speeding along a country road when one of his tires blows out. The car crashes into a pole. The driver receives a simple fracture of the right forearm and a gash on his right shoulder, causing arterial bleeding.
- Scenario C: While on a hike, a Scout patrol finds an electrical repairman lying at the bottom of a transformer pole. He is not breathing and has burns on both hands.
- Scenario D: While swimming in a country pond, one Scout jumps from a rock ledge and does not come back up to the surface. The other Scouts notice he is gone, jump in, and pull him out. He is not breathing and has a gash on his forehead that is bleeding profusely.
- Scenario E: A Scout is riding his bicycle when a dog bites him on the right ankle. The Scout swerves to get away, and falls heavily on the road. He lacerates a large area of his left elbow into which dirt and sand are ground. His left wrist is swollen and painful.
- Scenario F: A woman is pinned under a pickup truck that has overturned at the side of the road. When she is released, it is found that she has a cut over her right eye and is spurting blood. Her right ankle is very painful and swelling rapidly.
- Scenario G: On an extremely hot day, several Scouts are sitting on a fence in front of their high school, watching a parade. One of the Scouts falls to the ground. His face is hot, dry, and flushed, and his pulse is exceptionally rapid. His left ear is torn and bleeding profusely.

- Scenario H: On a very cold day, an unconscious man is found lying behind a train shed. It is evident that he slipped on the railway track and struck his head. There is a gash running five inches from the front to the back of his head and it is bleeding profusely. The skin on his face is very cold, and his ears are pale.

- *Method:* Depending on how much time is to be allotted for the activity, one or two scenarios are assigned to each patrol. After two minutes of deliberation, in turn, each patrol narrates a course of action detailing the correct approach to administering appropriate first aid.

- *Scoring:* As determined by a panel of judges, depending upon the details and accuracy of their presentation, a patrol can score up to four points pertaining to their scenario.

ICE ACCIDENT (*wide, in or out*)

- *Materials:* for each patrol, a 10 to 15-foot rope, a Scout stave or broomstick handle, and a blanket

- *Method:* Casually arrange the equipment in a corner of the room so that it's ready for use, but don't draw attention to it. Have each patrol place a Scout "victim" in a prone position at the opposite end of the room. Announce that these victims have broken through the ice and that it is up to each patrol to rescue its victim and to render first aid.

Note the following:

- Whether or not ropes and staves are noticed and used
- Whether or not the victim is warmed by the blanket and treated for shock
- Whether or not the need to administer CPR is ascertained
- Whether or not medical help is summoned

- *Scoring:* The patrol with the best performance and time wins .

KIM'S GAME: FIRST AID (*small, in or out*)

- *Materials:* blanket or tarp, collection of ten or more first-aid objects such as: gauze pads, bandages, splints, adhesive tape, absorbent cotton, scissors, tweezers, sunburn ointment, antibiotic ointment, rubber gloves, thermometer, etc., and ten or more objects not used in first aid such as: a ball, paper clip, merit badge pamphlet (not first aid), pencil, penny, photo, shoe, glove, hand ax, toothpaste, etc.

- *Method:* All objects are spread on the floor and covered with the blanket or tarp. The patrols gather around the covered objects. The cover is removed for exactly one minute. Afterward, the patrols huddle separately and write down all first-aid objects they can remember.

- *Scoring:* The patrol with the most complete list wins. One point is deducted for each non-first-aid object listed.

STRETCHER RELAY (*wide, in or out*) [View Video](#)

- *Materials:* two sturdy, 6-foot poles, one blanket, one inflated balloon for each patrol

- *Method:* The patrols line up in relay formation with the blanket and two poles. One patrol member is designated as an "injured Scout" and lies on the ground twenty-five feet away at the rescue point. On signal, two Scouts serving as stretcher carriers run up from the starting line with the blanket and two poles. When they reach the rescue point, they make a stretcher and put their "injured Scout" on

it. When ready, they lift the stretcher and a junior leader (or judge) places the inflated balloon on the “injured Scout.” The carriers transport the “injured Scout” to the starting line without letting the balloon fall off. If it does, they must return to the rescue point and try again. The “injured Scout” may not hold onto the balloon. At the starting line, the carriers lift the “injured Scout” off. Another patrol member is designated as an “injured Scout,” and two other Scouts run up to make a stretcher for transporting him at the rescue point.

– *Scoring:* The patrol that most carefully transports their “injured Scouts” to the starting line in the least amount of time, wins.

TROOP LEADER RESOURCE LINKS

[Advancement Resources](#)

[Awards Central](#)

[Boy Scouts](#)

[Guide to Safe Scouting](#)

[SCOUTBOOK](#)

[Scouting Forms from the National Council](#)

[ScoutCast](#)

[Scouting Magazine](#)

[ScoutStuff.org \(Retail Site\)](#)

[SCOUTINGWIRE](#)

[Sign into MyScouting.org](#)

[Take Youth Protection Training](#)

[The Outdoor Adventure Planning Guide](#)

[Troop Leader Guidebook Appendix](#)

[Uniforms](#)

TROOP MEETING CHALLENGE VIDEOS

[50-Foot Rescue Relay Video](#)

[A-Frame Chariot Race Video](#)

[All Aboard Video](#)

[Bandage Relay Video](#)

Blind Train Video

Bow Saw Relay Video

Bowline Sheet Bend Draw Video

Catch the Snapper Video

Crossing the Alligator Pit Video

Everyone on the Tripod Video

First Aid Carry Relay Video

Flagpole Race Demo Video

Fuzz Stick Relay Video

Handicap Obstacle Course Video

Helium Stick Video

Hitching Challenge Video

Horizontal Half Hitching Race Video

Hot Isotope Transport Video

Ladder Building Video

Lassoing the Steer Video

Lift Seat Procession Video

Nitro Transport Video

Reactor Transporter Video

Rescue Relay Video

Rope Tackle Tug of War Video

Scout Stave Launcher Video

Self Standing Flagpole Video

Snake Race Video

Split the Match Relay Video

Stretcher Relay Video

Water Boiling Race Video

Zulu Toss Video

TROOP MEETING GAME VIDEOS

Blindfolded Steal the Bacon Video

Can It! Video

Hit the Bucket Video

Hit the Can Video

Hula Hoop Horseshoes Video

Hunker Down Video

Identifying Sounds Video

Jump the Shot Video

Prisoners Escape Video

Stand By Sixes Video

Standing Jump Relay Video

Standing Staves Video

Steal the Bacon Video

Time Bomb Video

True or False Steal the Bacon Video

Tug of War Video

Wall Street Video

CEREMONIES & LEADER MINUTE VIDEOS

Sample Troop Court of Honor Video

An Eagle Court of Honor Opening Ceremony Video

Four Winds Eagle Ceremony Video

Trail of the Eagle Court of Honor Ceremony Video

Sample Troop Meeting Opening Ceremony Video

Posting the Colors Troop Meeting Opening Ceremony Video

Scoutmaster's Minute Video

Troop Circles Closing Ceremony Video