

## EMERGENCY

This is a troop meeting exercise to test the patrols' ability to use good judgment, work together, and take emergency action. As Scouts arrive at the meeting place they join their patrols. The patrol leader is then given a problem, either verbally or in written form. Under the leadership of the patrol leader, the Scouts gather appropriate equipment and take action. Here are some sample emergencies:

*Patrol No. 1.* "Scoutmaster Smith has fallen into the river somewhere between 4th and 18th Streets and hurt his leg. The caller who told us about it said it happened near a dock where there is a cabin cruiser. Find him and help him."

*Patrol No. 2.* "Troop Committee Chairman Jones is directing traffic at an auto accident he saw while on his way to the troop meeting. He wants your patrol to help. The kid he sent to tell us about it doesn't know exactly where the accident is, but he said there is a gift shop nearby and a traffic light at the corner."

*Patrol No. 3.* "We've just had a phone call that Assistant Scoutmaster Johnson fell into a narrow, 9-foot-deep excavation for a water line. He can't get out and may be injured. The caller hung up before telling us where the ditch is. Find Mr. Johnson and help him."

*Patrol No. 4.* "Assistant Scoutmaster Goldberg has been bitten by a snake at a municipal park. The person who told us said he is somewhere near a Little League diamond. Go help him."

For each case, the assigned patrol should gather the necessary equipment before leaving. When they find their assigned person, they should give first aid as necessary, or assist in other ways. (Victims, of course, do not have to fall in excavations or rivers. They may be merely standing by.) When all patrols have returned, gather and conduct a critique of their response by leaders and the Scouts themselves.