



### PATROL LEADERS' COUNCIL

The PLC should meet in the middle of the previous month to plan troop activities for this program feature. If you don't complete all items on the following agenda, continue your planning at the PLC meeting after each troop meeting.

- Decide whether the disaster day will be a single event or the highlight of a campout. Choose a site and assign someone to secure permissions, if needed.
- Either plan the "emergency" situations the patrols will face on disaster day, or, if you want complete surprise, assign an adult leader to plan them. See these pages for sample emergencies.
- Ask the patrol leaders to inventory their patrol's first aid supplies and report deficiencies. Ask for help from the troop committee if equipment is needed.
- Urge patrol leaders to have their Scouts practice first aid for shock and "hurry cases" before the first troop meeting.
- Invite First Aid and Emergency Preparedness merit badge counselors to help with troop meeting instruction and to serve as judges of patrol performance on disaster day.
- Plan details of troop meetings for the month. Assign patrol demonstrations covering skills needed for disaster day.
- Hold a junior leader training session on communicating (*Scoutmaster Handbook*).

### FEATURE EVENT

#### Disaster Day

This big event could take several forms. It might be:

- The highlight of a campout, during which the patrols are confronted with several unexpected emergencies requiring a search for victims as well as first aid and a decision on whether to transport them.
- A fairly simple afternoon exercise of first aid tests, either in the woods or in town.
- A public demonstration of first aid in a local park, shopping center, or vacant lot.

- A "surprise" call at an unannounced time for the troop to mobilize and be prepared to handle first aid for the "victims" of a disaster.

The patrol leaders' council should decide how to set up the disaster day. Whatever is chosen (except for the public demonstration), the patrols would be presented with a series of first aid problems that are as realistic as possible. Use realistic makeup on your "victims" to stimulate real injuries. The "victims" might be troop committee members or Webelos Scouts from your partner Cub Scout pack.

Make the emergencies as realistic as possible, too. If, for example, disaster day is held in the woods and one of the "victims" is supposed to have fallen down a steep embankment and been knocked out by hitting his head on a rock, that's where he should be found. You might want to have one of the "victims" lost as well as injured so that the patrol must organize a lost-person search as explained on pages 18-20 of the *Emergency Preparedness* merit badge pamphlet.

The following are sample emergencies.

**PROBLEM 1.** A Scout who has been working on a signal tower on a hot, humid afternoon leaves to help with supper. Near the cooking fire, he suddenly becomes dizzy and nauseous and falls. As he falls, his right hand goes into a pan of hot grease. His face is moist and he is barely conscious.

[Correct response: (1) Move him from the fire to a cool spot. (2) Treat for heat exhaustion; raise feet, loosen clothing, apply wet, cool cloths to his head, fan him. (3) Apply sterile dressing and bandage to the burned hand and wrist; or, if there are no broken blisters, immerse hand and wrist in cold water. (4) Transport victim to medical care.]

**PROBLEM 2.** A hiker has tumbled down a steep ridge. You find him unconscious with a large bump growing above his left temple. His right leg is bent under him and the ankle seems deformed. A cut on his left wrist is spurting blood.

[Correct response: (1) Send for ambulance. (2) Check for stoppage of breathing. (3) Control bleeding on wrist by hand