

# Maine Wing Encampment

2000



## Field Initiatives

Initiatives Written by LtCol Mark Webster, CAP; Capt. Ralph Gamache, CAP;

C/LtCol Keith Case, CAP; C/Maj Nick Esposito, CAP

## Table of Contents

<b>Initiative</b>	<b>Page</b>
Introduction.....	i
Mine Field.....	1-2
The Knot Game.....	3
The Folding Tarp .....	4
The Hula Loop .....	5
The Descending Hula Hoop.....	6
Circle Sit .....	7
Rope Circle in Trees .....	8
Spider Web.....	9
Stepping Stones.....	10
The Trolley.....	11
Electric Fence.....	12
Sticky Knot Game.....	13
Missing Persons Search .....	14
Titanic .....	15
The Dot Game.....	16
Land Mine Recovery.....	17
Fuel Point .....	18
Toxic Walk.....	19
Kosovo Carry Out .....	20
Poisonous Gas Containers.....	21
ELT Swing Overture.....	22

## **Introduction**

The purpose of the following field initiatives is to foster the development of both follower-ship and leadership, as well as teamwork, communication skills and cooperation within the group. Most of the activities require some type of planning before they are executed. These kinds of initiatives also develop critical thinking and proper planning in order for the initiative to be successfully completed.

Each of these field initiatives is best performed with a group of about 5-15 cadets. When set up using the given descriptions, the difficulty level is appropriate for all abilities. However, many activities can be modified to be more challenging. The person in charge of the initiatives should use discretion when setting them up.

Almost all of the initiatives can either be timed or un-timed. If timing is to take place, it is suggested that the group be allowed an un-timed trial so the cadets can have a chance to understand how the initiative works. Subsequent trials can be timed and the group should try to improve their times.

If a variety of initiatives are used for a competition between groups, the following grading criteria is suggested, so that the groups are graded on their overall performance, rather than just their completion time. After the entire mission is complete, a debrief should be held covering several major areas which include:

- The success of the mission
- The contribution of each member of the group
- Where were the leaders in the group/was the leadership style effective and appropriate?
- How was the communication in the flight?
- How quickly was the task completed (this is the least important criteria of a successful field initiative)?

Scoring can be done on a 1 to 5 scale, where five is the highest possible score. The score for each criterion should be added together to get the total score for the initiative, and then the totals of the initiatives should be added together for the overall score for the competition.

## **Field Initiative – Drill Game: Mine Field**

**Author:** LtCol Mark T. Webster, CAP

**Introduction:** This initiative is designed to promote drill, command voice, attention to detail, leadership, and followership. This activity can be run with a minimum of equipment and supplies. It can be run indoors on a drill pad. This event can be timed and if so, the cadets need to be informed of the time limit.

**Scenario:** Your team has been shot down behind enemy lines. In order to escape it must cross pass through a mine field at night. Your team only has two sets of night vision goggles. Using the night vision goggles, two team members can see the location of the mines.

By using standard drill commands, the two cadets with night vision goggles must direct the members of the flight across the minefield. Team members crossing the minefield will be blindfolded to simulate nighttime. Team members may NOT be physically touched to direct them across the minefield.

Members should make maximum use of their resources and direct two people across the minefield at one time. Each person crossing the field will have a person giving commands to him or her.

**Level / Difficulty:** Easy

### **Objectives:**

- All cadets cross the minefield

### **Materials Required:**

- Mines. These can be made of paper plates, pieces of cut up cardboard or even 8 by 11 sheets of paper. If using paper, please make sure all items are anchored by stones to prevent the paper from blowing away
- Blindfolds for each cadet

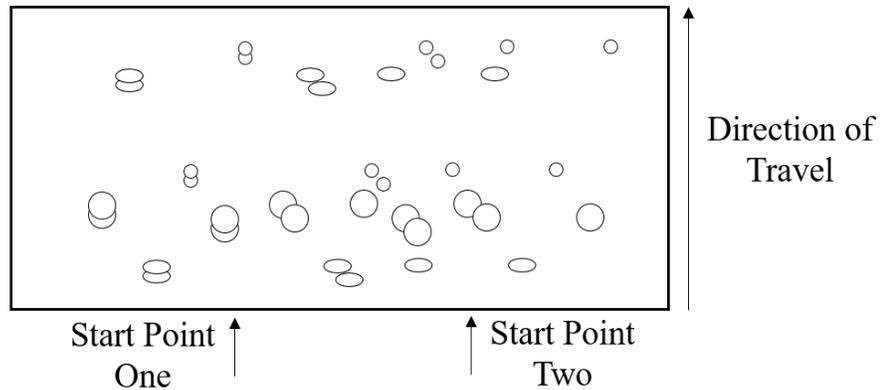
**Prerequisites:** An area should be set up prior to the activity. Check the area for safety hazards. Cadets should conduct this activity in BDU's or civilian clothing.

### **Activity and Procedures:**

- Brief the cadets on the scenario
- Ask which cadets will be calling drill (assigned the night vision goggles)
- Blindfold the remaining cadets
- Inform the cadets that only standard drill commands may be used to direct the cadets crossing the minefield
- Inform the cadets that if they touch a mine, they must go back to the beginning of the mine field.
- **Approximate Time:** 10-30 minutes

**Diagram:**

Paper plates, cut up cardboard or sheets of paper used for mines



**Variations on the Mine Game: - Whistle Speech Exercise**

In this variation of the Mine Game, instead of using drill commands, whistle signals are used. All other rules, including blindfolding are followed.

It is recommended that the team be given 5 minutes of planning time before they are no longer able to talk to each other. During this time, the team should develop whistle signals to substitute for standard drill commands.

In the whistle version of the Mine Game, it is recommended that only one person navigate the mine field at a time.

**Variation #2**

The last two cadets with the night vision goggles are still on one side of the minefield. The batteries in the goggles run out and one of the cadets that went across previously has the batteries. The goggles need to be thrown across the field so that the last two cadets can be directed across with fresh batteries in the goggles.

(This will promote having to receive drill commands from the opposite side of the minefield.)

**Field Initiatives:** The Knot Game

**Author:** C/LTC Keith W. Case, CAP

**Introduction:** The knot game is a short field initiative which supplies flights with practices solving problems within the flight. (it is a possibility to form two circles depending on the chance of the grab) This can be a timed or un-timed activity.

**Objective:**

- To untangle the knot to form a circle while staying in contact with other hands at all times.

**Level/Difficulty:** Easy

**Materials:** None

**Prerequisites:** None

**Activities and Procedures:**

- The flight is asked to gather in a tight circle, they are instructed to extend their hands and grasp the hands of two different people.
- After every hand is occupied, they are timed on how long it takes them to untangle to the point that they form one circle, without letting go of any hands.

**Approximate time:** 5-15 minutes

**Field Initiatives:** The Folding Tarp

**Author:** C/LTC Keith W. Case, CAP

**Introduction:** This event is used to develop critical thinking and planning for a flight activity. A blue tarp is spread out on the ground. Similar to other initiatives, this activity can be performed in silence to improve communication and problem solving. It also helps to foster teamwork, participation, leadership, communication and planning within the flight. This can be a timed or untimed activity.

**Level/Difficulty:** Easy

**Objective:**

- To fit all members of a flight on a tarp which gets successively smaller.

**Materials:**

- A blue tarp (10' by 10' approximately)

**Prerequisites:** None

**Activities and Procedures:**

- A flight is asked to successfully fit all of their members on the tarp.
- After this objective is completed the tarp is halved and the flight is again asked to put all members on the tarp.
- When that is completed the tarp is halved again and this is continued until the flight fails to fit all members on the tarp.

**Approximate time:** 5-15 minutes

**Field Initiative:** The Hula Loop

**Author:** C/LtCol Keith W. Case, CAP

**Introduction:** This is a short exercise on teamwork and. The purpose of the activity is to pass a hula hoop around the circle without disconnecting their hands. This is not necessarily a leadership activity, but it does foster teamwork and communication.

**Level/Difficulty:** Easy

**Objective:**

- To pass the hoop around the circle as fast as possible.

**Materials:**

- Hula-hoop

**Prerequisites:** None

**Activities and Procedures:**

- The cadets stand in a circle with all hands connected
- One pair of participants connect their hands through the hoop
- When passing the hoop, the cadet should step through and thread themselves through the hoop

**Approximate time:** 5-15 minutes

**Field Initiative:** The Descending Hula Hoop

**Author:** C/LtCol Keith W. Case, CAP

**Introduction:** This exercise was developed to teach communication, attention to detail and leadership. The cadets are timed and their progress is observed. The goal of this activity is to increase the teamwork and communications within a group. This activity puts emphasis upon the subtleties of verbal and nonverbal communication

An additional part of the activity involves either blindfolding or restricting the talking of the group, thus making the task more difficult to achieve. This can be a timed or untimed activity.

**Level/Difficulty:** Easy

**Objective:**

- To lower the hoop to the ground as quickly as possible while staying within the parameters of the activity

**Materials:**

- Hula-Hoop
- Blindfolds

**Prerequisites:** None

**Activities and Procedures:**

- The entire flight/group surrounds a hula-hoop
- Each member of the flight extends their index fingers, either on one or both hands depending on the number of cadets involved in the exercise
- At the signal of the commander the members of the flight attempt to lower the hoop until it reaches the ground, while keeping every index finger in contact with the hoop at all times.

**Approximate Time:** 10-15 minutes

**Field Initiatives:** Circle Sit

**Author:** C/Maj Nick Esposito, CAP

**Introduction:** This is a field initiative that builds strong teamwork and communication within the flight. It also calls for participation of all members of the group and planning before the initiative is attempted. This can be a timed activity.

**Level/Difficulty:** Easy

**Objectives:**

- All members of the flight stand in a close circle front to back and need to sit on the lap of the person behind them
- In order to do this, the cadets will need a leader to instruct the group when and how to move in order to complete the initiative

**Materials:** None

**Prerequisites:** None

**Activities and Procedures:**

- Cadets need to stand in a close circle front to back.
- All together they need to sit on the lap of the person who is behind them

**Approximate Time:** 5-15 minutes

**Field Initiative:** Rope Circle in Trees

**Author:** C/Maj Nick Esposito, CAP

**Introduction:** This initiative helps to enhance a cadet’s sense of touch. It is appropriate for all levels, but can be modified so it’s appropriate for the level of cadets who are participating in it.

**Scenario:** You have just recently been taken prisoner in an enemy POW camp. It is dark and they have blindfolded you. You heard about a weak link in security and that there is a small timeslot where the gate will not be guarded. You and your team must, as quickly as possible, follow the string to the exit before the enemy realizes you’re escaping.

**Level/Difficulty:** Easy/Moderate

**Objective:**

- While blindfolded, cadets are to find their way out of a large area that is marked off by string/rope tied around trees

**Materials:**

- Rope or string
- A lightly wooded area
- Stopwatch

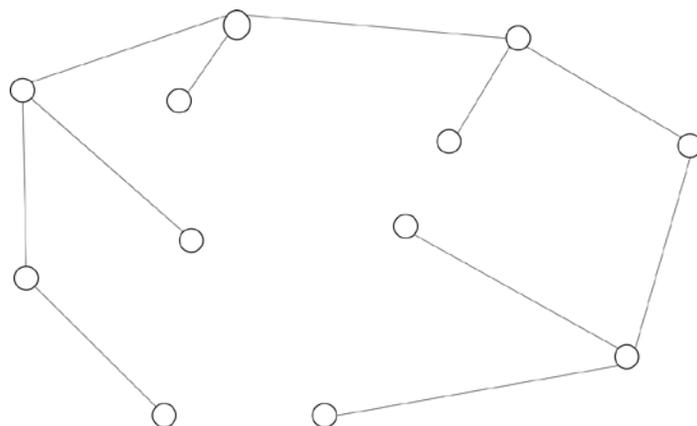
**Prerequisites:** An area needs to be roped off prior to the start of the initiative.

**Activities and Procedures:**

- Cadets will be blindfolded and led into the roped off area
- The cadets will then be instructed to place their hands on a section of the rope
- Once they have a section of rope in their hands, the cadets need to find their way out by feeling for the trees and following the rope to the exit
- This can be a timed or un-timed activity

**Approximate time:** 10-30 minutes

**Diagram:**



Top view of possible configuration

**Field Initiative:** Spider Web

**Author:** C/Maj Nick Esposito, CAP

**Introduction:** This is a field initiative that is appropriate for all cadets, however, it can be modified to be more difficult. It will help to build teamwork within the group. It can be a timed or un-timed activity.

**Scenario:** The web you see is an electrified fence, and there is an enemy force that is closing in on you from behind. You need to move all your troops through the fence, without touching, it as quickly as you can.

**Level/Difficulty:** Easy/Moderate

**Objectives:**

- The group needs to pass all cadets through the web without touching the web, within reason
- The group will need to plan out how they will utilize the different sized openings to accommodate for the differences in sizes of cadets

**Materials:**

- String
- Two trees spaced about 10-20 feet apart

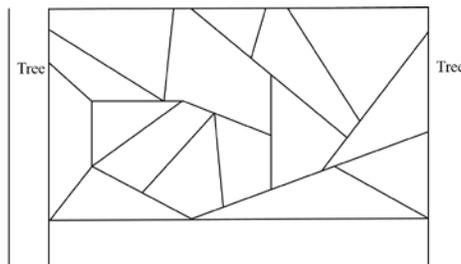
**Prerequisites:** Before the activity takes place, the web needs to be constructed between the two trees using the string

**Activities and Procedures:**

- Cadets can pick up others and pass them through the web
- Cadets cannot go over the top string or under the bottom string
- Depending on the number of cadets and openings in the web, a rule can be made up so that each opening can only be used once
- If a cadet comes in contact with the web while being passed through, all cadets must return to the starting side and begin over
- Modifying the web while cadets are going through it is not allowed

**Approximate time:** 10-30 minutes

**Diagram:**



## Field Initiative: Stepping Stones

**Author:** LtCol Mark T. Webster, CAP

**Introduction:** This initiative is designed to promote attention to detail, leadership, effective communications and teamwork. This activity can be run with a minimum of equipment and supplies and is appropriate for indoor activities.

**Scenario:** Your team has been shot down behind enemy lines. In order to escape, it must cross two rapidly flowing rivers. The water is polluted; contact with it will render the person unconscious for two minutes. Cadets may use their hands to pick up the stones; touching the water with their feet not permitted (use discretion, if a cadet is touching the stepping stone, he or she is NOT touching the water). After searching the area, you find XX stepping stones (put in the appropriate number of stones for the width of your river) you can use to cross the river. Once you place a stepping stone in the river, you must maintain contact with it at all times or it will roll away. You must recover the stepping stones after crossing the first river to use for the second crossing.

If this activity is run timed, state that the enemy forces will reach the area in XX minutes (where XX is the time limit for the event).

**Level/Difficulty:** Easy/Moderate

### Objectives:

- Cross both water obstacles in the minimum amount of time

### Materials Required:

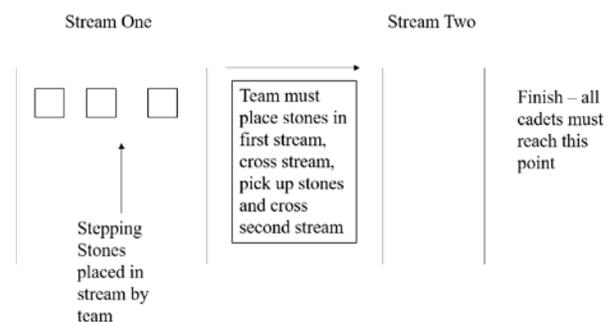
- Stepping stones (can be made out of 12-inch by 12-inch cardboard squares)
- Rope or other material to mark off stream banks

**Prerequisites:** An area should be set up prior to the activity. Check the area for safety hazards. Cadets should conduct this activity in BDUs or civilian clothing.

### Activity and Procedures:

- Mark off your river crossing and make your stepping stones
- Brief the cadets on the scenario
- Inform the cadets if they lose contact with a stepping stone in the water it will roll downstream and become lost
- Inform the cadets that if they touch the water they will become unconscious and must return to the starting point of the river crossing (if they are on the second crossing they will not return to the first stream, but return to the start of the second stream crossing)

- Inform the cadets of the time limit, if any, for this activity



**Approximate time:** 10-30 minutes

**Field Initiative:** The Trolley

**Author:** Capt Ralph Gamache, CAP

**Introduction:** This develops follower, leader and communication skills. It is appropriate for all levels, but can be modified so it's appropriate for the level of cadets who are participating in it. This event may be timed or untimed.

**Scenario:** A four-person team is required to traverse an area of marshy ground for a predetermined distance. The only aid available is a pair of what appear to be multi-person snowshoe like objects. To use these the team must step on them and through working together cross the marshy area.

**Level/Difficulty:** Easy/Moderate

**Objective:**

- To get the four-person team to act in unison by reacting to precise commands given by the team leader and traverse a specified distance.

**Materials:**

- Two 2X4 or 2X6 8-foot boards with rope handles commonly called trolleys. Trolleys are in the storage area near the repelling tower.
- Start and end markers

**Prerequisites:** The boards that the cadets stand on will need to be made before the activity takes place

**Activities and Procedures:**

- The cadets need to stand on the boards and hold onto the ropes
- They then must walk by lifting the boards in unison with the ropes

Approximate time: 10-30 minutes

**Field Initiative:** Electric Fence

**Author:** LtCol Mark T. Webster, CAP

**Introduction:** This initiative is designed to promote attention to detail, leadership, followership, non-verbal communications, thinking outside the box and teamwork. This activity can be run with a minimum of equipment and supplies and is appropriate for indoor activities. This activity can be timed, and if it is, a time limit should be given.

**Scenario:** Your team has been shot down behind enemy lines. In order to escape it must cross OVER an electric fence. The team cannot go under the fence crossing. The fence is between waist and chest high on the smallest cadet. Position the fence so that the cadets can NOT step over it. If the cadets are thinking outside the box, they will look around to use items to help climb over the fence. IF they are not thinking outside the box, they will try to get over the fence using only their bodies. Cadets can NOT place something on the fence to lower it

**Level / Difficulty:** Moderate

**Objectives:**

- Cross over the fence with all cadets within the specified time limit (if any).

**Materials Required:**

- Rope, twine or string to make the top of the fence.
- Trees, pillars or other items used to tie off the rope.

**Prerequisites:** An area should be set up prior to the activity. Check the area for safety hazards. Cadets should conduct this activity in BDU's or civilian clothing. In the general area of the exercise, place several items that can be used to help step over the fence.

**Activity and Procedures:**

- Tie off the rope between chest high on the shortest cadet and waist high on the tallest cadet. Cadets should not be able to step over the rope
- Inform the cadets if anyone other than the leader talks, the current leader must go to the end of the line and the next person becomes the new leader
- Inform the cadets that if they touch the fence everyone must start over from the beginning. The leader at the time must go to the end of the line.
- Inform the cadets that they must go OVER the fence. They cannot go under it.
- Do NOT inform the cadets that they can use items to help them cross over the fence. If they ask if they can lay something on the fence, tell them no.

**Approximate time:** 10-30 minutes

**Field Initiatives:** Sticky Knot Rope

**Author:** C/Maj Nick Esposito, CAP

**Introduction:** This field initiative promotes communication, teamwork and cooperation on the part of all members in the group. The difficulty level can be changed to accommodate the level of the cadets by tying bigger and/or more knots. This can also be a timed activity.

**Level/Difficulty:** Moderate

**Objectives:**

- For the cadets to undo all the knots in the rope without letting go of the rope

**Materials:**

- 1/4"- 1" rope, about 2-4 feet per participating cadet

**Prerequisites:** A variety of knots need to be tied in the rope

**Activities and Procedures:**

- Each cadet, with one hand, grabs onto a part of the rope
- The cadets then need to then undo all the knots without letting go of the rope

**Approximate time:** 10-30 minutes

**Field Initiative:** Missing Person Search

**Author:** C/LtCol Keith W. Case, CAP

**Introduction:** This activity is designed to facilitate in flight communication and discussion, as well as to practice real-life CAP functions while improving problem solving skills and communication within a flight. It requires organization and brainstorming. The flight should be observed how they interact. Is each member involved? After the victim is found their plan should be critiqued for completeness, safety, clarity and effectiveness. Input should be solicited from each flight member on how well they thought the plan was executed. This activity can be repeated, or started from the beginning with restricted talking.

**Scenario:** An individual is lost in the woods. You need to form an operational plan on how to find the missing person. You cannot use any tools or field gear. (Whistling is not allowed) You have five minutes to plan, then execute your plan of action.

**Level/Difficulty:** Moderate/Difficult

**Objective:**

- To find the missing person efficiently, with effective planning and execution, utilizing as little time as possible.

**Materials:**

- A plot of land
- Preferably wooded. (Approximately 200 meters in length, 100 meters in width.)

**Prerequisites:** A cadet needs to be hidden within the search area.

**Activities and Procedures:**

- Cadets need to prepare for five minutes
- They then need to search for the missing person
- A debrief is strongly recommended as this can be a real life scenario

**Approximate Time:** 20-40 minutes

**Field Initiative:** Titanic

**Author:** Capt Ralph Gamache, CAP

**Introduction:** This develops team follower, leader and critical thinking skills in stressful situations. This activity causes the participants to make careful decisions, such as:

- Do we take the seriously injured person or leave them to certain death?
- What supplies should we take and what can we leave?
- Do we make one or more than one raft?
- Do we make use of multiple exits from the ship if available?

It is appropriate for all levels, but can be modified so it's appropriate for the level of cadets who are participating in it.

**Scenario:** Your team is on a ship that is sinking in the North Sea. The deck of the ship that you are on will be under water in 10 minutes. You have one person in your group that has a broken arm and another that is in a state of shock with serious injuries. You must get off of the ship with enough supplies to survive for the five-day trip to the nearest land. You will not be able to carry all of the supplies and people on the rafts. If anyone falls into the water during the evacuation of the ship it will take two minutes to warm up enough to help out the group. Once you are away from the ship you risk death with a fall into the water so loading the raft is critical.

**Note:** The size of the raft should vary with the size of the team. It should be so the team needs to decide whether they want to leave the injured behind or take them on the raft.

**Level/Difficulty:** moderate/difficult

**Objective:**

- To maximize the possibility of surviving for all of the team
- To build leadership, follower-ship, and thinking skills

**Materials Required:**

- 6 Pallets or cardboard squares to be used in raft construction
- 10 boxes labeled as food, medical supplies, clothing, etc.
- Rope to be used in raft construction with pallets. Use tape with the cardboard.
- Large building with one or more doors to the outside.

**Prerequisites:** The size limit of the raft needs to be determined before the activity begins.

**Activities and Procedures:**

- Cadets must build a raft with the materials they have
- Decide what they want to leave and want to take on the ship with them

**Approximate time:** 10-30 minutes

**Field Initiative:** The Dot Game

**Author:** Capt Ralph Gamache, CAP

**Introduction:** This develops follower, leader and non-verbal communication skills. It is appropriate for all levels, but can be modified so it's appropriate for the level of cadets who are participating in it. This may be a timed or untimed event.

**Level/Difficulty:** Moderate/Difficult

**Objectives:**

- To get all cadets grouped by the makings that they are given on their stickers

**Materials Required:**

- Small stickers of various shapes and colors with up to of four stickers of each style

**Prerequisites:** Stickers of various colors/shapes must be acquired before activity starts.

**Activities and Procedures:**

- While the team has their eyes closed a sticker is placed on each of their foreheads so that they will not be able to determine what type of sticker they have
- The stickers will be distributed in a manner that will allow the people wearing them to group themselves in some manner
- When the team is instructed to open their eyes they will group themselves in an appropriate manner without verbal communication or physical touching
- If there is a violation of the speaking or touching rule the team will be instructed to close their eyes, stickers will be changed and the exercise will start over

**Approximate time:** 10-20 minutes

**Field Initiative:** Land Mine Recovery

**Author:** C/TSgt Greg Allard, CAP; C/Maj Nick Esposito

**Introduction:** This initiative helps to build teamwork, as well as leadership and communication skills in the group. It has a time limit, but the group should be timed in the execution of their plan for competition purposes. It requires building #1 at the Mount.

**Scenario:** Your flight has become trapped within the safe zone of a mine free structure. However, in order to get out, you must locate the plans for a safe evacuation. Time is limited before the mines detonate on their own. They are contained in a canister in the middle of the minefield beyond your reach. Using the materials found in the room (plank, stick and rope) you must secure the plans, without touching the mined area, in the shortest amount of time.

**Level/Difficulty:** Difficult

**Objective:**

- To get the canister in the middle of the mine field, which contains the plans for the field

**Materials:**

- Plank
- Rope
- 8' stick

**Prerequisites:** The Mount building needs to be checked for safety. Some water needs to be put in the canister, and canister needs to be placed outside of the building, but just within reach of the plank and stick.

**Activities and Procedures:**

- Cadets need to use the given materials to get the canister
- A 60 second penalty is given for each time a person or materials touch the ground

**Time:** Maximum 5 minutes for planning, 10 minutes for execution

**Field Initiative:** Fuel Point

**Author:** C/TSgt Greg Allard, CAP; C./Maj Nick Esposito, CAP

**Introduction:** This activity builds strong leadership, communication and planning skills. It has a time limit, but the group should be timed in their execution of the activity for competition purposes. It requires building #2 at the Mount.

**Scenario:** Your student rescue unit has received word that a National Guard helicopter on a n evacuation mission is in need of fuel and has landed safely near the depot building in Bog Brook Training Area, Gilead, ME. There are two 55-gallon barrels of fuel inside of the building. One barrel is Jet fuel and the other is diesel fuel. The building is totally blocked with the only entrance being a small dog hole on the side. The entrance is the only entrance that can be used. The fuel is on the bottom floor. The stairs on the outside of the building leading to the second floor have been destroyed. Due to the hazardous nature and weight of the fuel, it cannot be carried, thrown, or dropped.

**Level/Difficulty:** Difficult

**Objectives:**

- To get fuel to the waiting helicopter

**Materials:**

- various sized rope
- various sized planks
- (2) 55-gallon drums

**Prerequisites:** The Mount building needs to be checked for safety.

**Activities and Procedures:**

- Cadets must get fuel from the bottom floor to the second floor and out the window to the ground
- The fuel cannot be carried, thrown, or dropped

**Time:** Maximum 5 minutes for planning, 15 minutes for execution

**Field Initiative:** Toxic Walk

**Author:** C/TSgt Greg Allard, CAP; C/Maj Nick Esposito, CAP

**Introduction:** This activity helps to improve communication skills and leadership, while requiring a great amount of teamwork. It does have a time limit, but the group should be timed in the execution of their plan for competition purposes. This initiative requires building #4 at the Mount.

**Scenario:** A chemical disaster has occurred. Agent Orange has contaminated the area surrounding you. Your flight must evacuate the premises. You may not make contact with the ground or your team will perish. The only thing that may touch the contaminated floor is the cement blocks. You must get your team out of the area before the fumes overcome your central nervous system.

**Level/Difficulty:** Difficult

**Objective:**

- To evacuate the building, as quickly as possible, without touching the ground

**Materials:**

- 4 beams of wood
- 4 cement blocks

**Prerequisites:** The Mount building needs to be checked for safety.

**Activities and Procedures:**

- Cadets must evacuate the building
- A 60 second penalty is given for each time someone touches the ground

**Time:** Maximum 5 minutes for planning, 10 minutes for execution

**Field Initiative:** Kosovo Carry Out

**Author:** C/TSgt Greg Allard, CAP; C/Maj Nick Esposito, CAP

**Introduction:** This field initiative helps to develop the leadership and communication skills within the group. It does have a time limit, but the execution should be timed for competition purposes. This activity requires building #5 at the Mount.

**Scenario:** The Serbian Army is going from house to house collecting all of the Kosovar-Albanian children. You must remove your children (MRE cases) from the first floor to the outside balcony to be picked up by NATO helicopter teams as soon as possible. However, an errant missile has destroyed the inside stairway and the area around your home has been mined to keep you inside. You may not leave the building.

**Level/Difficulty:** Difficult

**Objective:**

- To get the MRE cases from the first floor to the outside balcony

**Materials:**

- MRE cases
- Tarp
- (2) 4x4's

**Prerequisites:** The Mount building needs to be checked for safety.

**Activities and Procedures:**

- Cadets must get the MRE cases to the outside balcony
- A 60 second penalty is given for each time a MRE case drops

**Time:** Maximum 5 minutes for planning, 10 minutes for execution

**Field Initiative:** Poisonous Gas Containers

**Author:** C/TSgt Greg Allard, CAP; C/Maj Nick Esposito, CAP

**Introduction:** This initiative prompts creativity within the group, along with leadership and planning. This initiative has a time limit, but the execution should be timed for group competition. It requires building #6 at the Mount.

**Scenario:** Your flight has come upon several poisonous gas containers. You must dispose of them from your shelter. You decide that by putting them into a chimney, the draft will cause the gas to travel into the air high enough to ensure the safety of your team. Using the materials provided, construct a chimney that will stand alone outside the building and place the gas containers in from the top in the shortest amount of time possible. Do not drop any of the canisters or you will expose your team to the gas.

**Level/Difficulty:** Difficult

**Objective:**

- Construct a free-standing chimney
- Place the canisters in from the top without dropping them

**Materials:**

- Pipe
- Cans

**Prerequisites:** The Mount building needs to be checked for safety.

**Activities and Procedures:**

- Cadets must get all the cans down the chimney without dropping them
- A 60 second penalty is given for each time a can drops

**Time:** Maximum 5 minutes for strategy, 10 minutes for execution

**Field Initiative:** ELT Swing Overture

**Author:** C/TSgt Greg Allard, CAP; C/Maj Nick Esposito, CAP

**Introduction:** This is an initiative that helps to build teamwork and leadership within the group. Although it does have a time limit, the execution of the plan should be timed for competition purposes. This initiative requires the rope swing at the Mount.

**Scenario:** The ELT of a downed helicopter has been going off for over 24 hours. You can hear the survivors calling for help and water. Your team must use the available resources to cross quickly and safely, without spilling any of the precious water that the survivors need to live.

**Level/Difficulty:** Difficult

**Objective:**

- To get the water across the rope swing without spilling it

**Materials:**

- Rope
- 5-gallon pail of water

**Prerequisites:** The Mount building needs to be checked for safety and water needs to be put in the pail.

**Activities and Procedures:**

- Cadets need to swing the pail of water on the rope swing to cadets on the other side
- A 60 second penalty is given each time water is spilled, or, when a person or the pail touches the ground

**Time:** Maximum of 5 minutes for planning, 10 minutes for execution