



Hawk Mountain Ranger School  
Ground Search & Rescue Challenge  
Information / Rule Book



## Ground Search & Rescue Challenge

### Information / Rule Packet

The Ground Search & Rescue Challenge is a skills competition hosted and organized by the Hawk Mountain Ranger Program of Pennsylvania Wing. This competition has taken many forms, but the heart of the competition is the testing and evaluation of the basic skills and teamwork necessary to execute search and rescue tasking's effectively. These basic skills are what make any ground search and rescue personnel successful and lead to lives being saved.

This year's competition is no different. The heart of the competition remains! The competition will test your mental abilities, physical stamina, and cause you to use team work to complete the necessary competition tasks that will be set before you. In addition to your team work and skills, you will also be judged on your ability to pay attention to detail in several area of this competition.

Areas of Evaluation will include the following:

- Registration procedure
- Ability to locate and arrive on time at the competition site
- Individual qualifications
- CAP uniform inspection
- Personnel equipment inspection
- Physical fitness
- Obstacle course completion
- Day / Night navigation
- Grid search clue detection
- Hasty search clue detection
- Ability to locate an ELT beacon
- Knots
- Communication procedures
- Ability to move with gear
- Ability to evaluate and treat a victim at the wilderness first aid level

This document will outline all of the stations and tasks that all participants will complete and how each will be scored. **Teams will be comprised of four members and must register with four members.** The team with the most points at the end of the weekend wins! Prizes will be announced closer to the competition. A fee of \$20 per member is required with registration.

We look forward to watching you compete at this year's Ground Search & Rescue Challenge. Good luck!

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## Station Overview & Evaluation Criteria

### Station 1 - Registration

The registration station will evaluate your ability to pay attention to detail. You will be graded on a go /no-go basis for this station. A total of 10 points will be awarded for a Go. No points will be awarded for a No-Go. Registration will close two weeks prior to the event. Late registrations will be accepted

1. Teams will register 4 members to represent their squadrons.
2. Teams will submit signed CAPF 31s to the assigned email upon registration.
3. Teams will designate a "Team leader."
  - a. Team leader must possess a GTM 1 qualification or GTL-T or GTL qualification
4. Additional 3 team members must be GTM3 qualified or higher.

### Station 2 - Arrival

The **Monday** before the competition start date, all registered teams will receive coordinates to the staging area. All teams will be required to arrive at the competition staging area no later than 2330 on the Friday before the start of the competition. This evaluation is also a go / no-go evaluation. Your team will gain 10 points for arriving prior to the deadline. Teams that arrive after the deadline will be awarded no points for this evaluation.

- If traveling from over 6 hours away from the challenged site, you may request an alternate arrival time. This must be made in writing to the listed POC. If this is received and approved no deduction of points of a late arrival will be applied.

### Station 3 - Qualifications

Upon arrival at the competition staging area you will sign in to the event and be credentialed. You will be asked to present you CAPID card, 101 qualification card, CAPF 160, CAPF 161, and CAPF 163 if necessary. Credentials will be scored by individual and tallied together for a total score in this area.

Skill or Inspection Item	Points	Skill or Inspection Item	Points
CAPID (1 Pt.)		101 Qualification Card (1 Pt.)	
CAPF 160 (1 Pt.)		CAPF 161 (1 Pt.)	
Correct GTM Qual for position (1 Pt.)		MRO Qualification (1 Pt.)	
GTM 2 Qualification (1 Pt.)		UDF Qualification (1 Pt.)	
GTM 1 Qualification (1 Pt.)		Any Ranger / Medic Qualification (1 Pt.)	



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**Station 4 - Uniform Inspection**

The uniform inspection will be used to grade your attention to detail as it pertains to CAP regulations and the supplemental uniform policy for this event. Each member will be inspected and scores will be added together.

Skill or Inspection Item	Points	Skill or Inspection Item	Points
Appropriate headgear for uniform (1 Pt.)		Appropriate colored t-shirt (1 Pt.)	
Properly positioned rank insignia (1 Pt.)		Name tape (1 Pt.)	
CAP Tape / Name Tape (1 Pt.)		BDU / ABU Shirt (1 Pt.)	
BDU / ABU Pants (1 Pt.)		Uniform Pressed & Clean (1 Pt.)	
Proper hair cut or style (1 Pt.)		Proper boots (1 Pt.)	
Boots polished and clean (1 Pt.)		Wing patch (1 Pt.)	

**Station 5 - Personal Equipment Inspection**

This section will evaluate the team member on his or her ability to appropriately pack the necessary personal equipment to conduct CAP ground search tasking's, as well as safely stay in the field during search and rescue operations. The items listed for this inspection are the mandatory / inspectable items.

Skill or Inspection Item	Points	Skill or Inspection Item	Points
On Person / In pockets			
Notepad w/ Pen & Pencil (1 Pt.)		Watch (1 Pt.)	
Whistle (1 Pt.)		Pocket Knife (1 Pt.)	
Spare Money (1 Pt.)		CAP identification cards (1 Pt.)	
24 Hour Gear / Day Gear			
Climbing Helmet / Hardhat (1 Pt.)		Orange Reflective Vest (1 Pt.)	
Leather Gloves (1 Pt.)		Clear Eye Protection (1 Pt.)	
Rain Gear / Poncho (1 Pt.)		Headlamp w/ Spare Batteries (1 Pt.)	
2 Pair Spare Socks (1 Pt.)		50' of 550 Chord (1 Pt.)	
Toilet Paper (1 Pt.)		2 Liters of Water (1 Pt.)	
Matches (1 Pt.)		Food / Snacks for 24 hours (1 Pt.)	
Surveyor's Tape (1 Pt.)		Lensatic / Orienteering Compass (1 Pt.)	
5 Ziploc Bags (1 Pt.)		3 Large Trash Bags (1 Pt.)	
Extended Gear / 48 Hour Gear			
Sleeping Bag (1 Pt.)		Shelter (1 Pt.)	
Spare Flashlight / Headlamp (1 Pt.)		Toothbrush & Toothpaste (1 Pt.)	
Spare T-Shirt (1 Pt.)		3 Pair Spare Socks (1 Pt.)	
1 Set of Under garments (1 Pt.)		3 Quarts of Water (1 Pt.)	
Navigation Kit			
Protractor (1 Pt.)		UTM Tool (1 Pt.)	
4 Glow sticks (1 Pt.)		Metric Ruler (1 Pt.)	
Notepad (1 Pt.)		Pencils w/ Sharpener (1 Pt.)	



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Bonus Points will be awarded if members have any of the following items:

Skill or Inspection Item	Points	Skill or Inspection Item	Points
<b>Personal First Aid Kit</b>			
1in Adhesive Tape (1 Pt.)		10 Alcohol Wipes (1 Pt.)	
5 2x2 Gauze Pads		2 Triangular Bandages (1 Pt.)	
5 4x4 Gauze Pads		Assorted Band-Aids (1 Pt.)	
5 Pair Nitrile Exam Gloves (1 Pt.)		Triple Antibiotic Ointment (1 Pt.)	
Small Scissors / Trauma Shears (1 Pt.)		Moleskin / Mole Foam (1 Pt.)	
Tweezers (1 Pt.)		Sam Splint	
<b>Personal Survival Kit</b>			
Signal Mirror (1 Pt.)		20 Rubber Bands (1 Pt.)	
1 Roll of Snare Wire (1 Pt.)		2 Small Long Burn Candles (1 Pt.)	
Magnesium Fire Starter (1 Pt.)		3' x 3' Aluminum Foil (1 Pt.)	
Manual Survival Saw (1 Pt.)		Water Purification Tablets (1 Pt.)	

**Station 6 - Team Equipment**

This station will evaluate your team's preparedness for search and rescue operations. Teams are to bring the following necessary team equipment. All team equipment should be carried safely and cared for appropriately during the event. Team equipment must be with the team at all times. Items missing will be deductions for certain stations. However they will be provided for use at the associated stations.

Skill or Inspection Item	Points	Skill or Inspection Item	Points
E-Tool (1 Pt.)		Axe (1 Pt.)	
6' x 8' Tarp (1 Pt.)		4 Pieces of 15' / 20' Webbing (1 Pt.)	
2 Blankets (1 Pt.)		Duct Tape (1 Pt.)	
Safety Goggles (1 Pt.)		5 Gallon Jug of Water (1 Pt.)	

Bonus points are awarded for the following items:

Skill or Inspection Item	Points	Skill or Inspection Item	Points
Stokes Basket (1 Pt.)		25m Navigation Line	
Patient Helmet (1 Pt.)		Field Medic Bag (1 Pt.)	



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**Station 7 – Physical Fitness**

Participants will be graded on their physical ability to conduct search and rescue operations. Participants will be graded individually and scores will be added together. Participants will be graded on push-ups, sit-ups, a one mile run, and pull-ups.

Push-Ups			Sit-Ups		1 Mile Run	
Male Repetitions	Female Repetitions	Points	Repetitions	Points	Time Min:Sec	Points
51	34	50	55	50	6:10	50
50	33	49	54	49	6:20	49
49	32	48	53	48	6:30	48
48	31	46	52	47	6:40	46
47	30	46	51	45	6:50	45
46	29	43	50	44	7:00	43
45	28	42	49	42	7:10	42
44	27	41	48	41	7:20	41
43	26	39	47	40	7:30	39
42	25	38	46	38	7:40	38
41	24	37	45	36	7:50	37
40	23	35	44	35	8:00	35
39	22	34	43	34	8:10	34
38	21	32	42	33	8:20	32
37	20	31	41	31	8:30	31
36	19	30	40	30	8:40	30

Pull Ups		
Male	Female	Points
5	3	50
4	2	40
3	1	30

**Station 8 – Obstacle Course**

The obstacle course evaluation is a timed team event. Teams will have to negotiate through a series of obstacles as a team. Teams will gain points from fastest to slowest. 20 Points will be awarded to the fastest team.

Ranking	Points	Ranking	Points
1 <sup>st</sup>	20	7 <sup>th</sup>	8
2 <sup>nd</sup>	18	8 <sup>th</sup>	6
3 <sup>rd</sup>	16	9 <sup>th</sup>	4
4 <sup>th</sup>	14	10 <sup>th</sup>	2
5 <sup>th</sup>	12		
6 <sup>th</sup>	10		



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**Station 9 - Day Navigation**

The day navigation portion will evaluate your team's ability to navigate from point to point during the day. The team will select two members to participate in this event. Those two members will work together to complete the navigation course. Members will be evaluated on their ability to plot their course points and then locate them. Participants will be given 5 points to locate. Participants will have 1.5 hours to plot and locate the points.

Skill or Inspection Item	Points	Skill or Inspection Item	Points
Correctly Plots Points (1 Pt. per plot)		Locates Point 1 (1 Pt.)	
Locates Point 2 (1 Pt.)		Locates Point 3 (1 Pt.)	
Locates Point 4 (1 Pt.)		Locates Point 5 (1 Pt.)	
Locates all points within time limit (10 Pt.)		Communicates arrival at points (1 Pt. per)	
Appropriate Safety Gear Worn (10 Pt.)		Arrives after time limit (-10 Pt.)	

**Station 10 - Day Search**

The day search problem will assess your team's ability to locate clues within a given area. The area will be no larger than 200m x 200m and you will have 1 hour to search the area. Points will be awarded for the number of clues located, certain team leader actions, safety, and task briefings.

Skill or Inspection Item	Points	Skill or Inspection Item	Points
TL Provides Task Briefing to Team (1 Pt.)		Appropriate Safety Gear Worn (10 Pt. Per)	
Locates Clue (1 Pt. Per Clue)		Utilizes appropriate radio procedures for clue reporting (1 Pt. Per Clue)	
TL Provides Safety Briefing (1 Pt.)		TL maintains accountability of team (1 Pt.)	
TL Uses correct signals (1 Pt.)		Marks Search Area (1 Pt.)	
Uses technique to determine area accuracy (10 Pt.)		Trash left (-5 Pt. for each)	
Gear Check complete (5 Pt.)		Safety Violation (-2 Pt. for each.)	

**Station 11 - Knots**

All team members must be able to tie the following knots and state their purpose / use.

Skill or Inspection Item	Points	Skill or Inspection Item	Points
Square Knot (1 Pt.)		Tautline Hitch (1 Pt.)	
Water Knot (1 Pt.)		Figure Eight on a Bight (1 Pt.)	
Figure Eight Follow Through (1 Pt.)		Bowline (1 Pt.)	
Mountaineers Harness (1 Pt.)		Double Loop Figure Eight (1 Pt.)	
Wrap 3 Pull 2 (1 Pt.)		Radium Release (1 Pt.)	
In-Line Figure Eight (1 Pt.)		Double Fisherman's Bend (1 Pt.)	



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**Station 12 - Evacuation / Medical Problem**

Given a simulated victim you are to provide an appropriate assessment of the victim and prepare the victim for evacuation.

Skill or Inspection Item	Points	Skill or Inspection Item	Points
Conducts a Scene Size-up (1 Pt.)		Locates all injuries (1 Pt. per injury)	
Treats for shock (1 Pt.)		Determines Disability (1 Pt.)	
Treats Injury (1 Pt. per injury)		Completes Head-to-Toe exam (1 Pt.)	
Completes a SAMPLE History (1 Pt.)		Writes a Victim Report / SOAP Note (10 Pt.)	
Moves the victim to the stretcher safely (10 Pt.)		Correctly Packages the Victim for Weather (20 Pt.)	
Secures the victim into the stokes basket (10 Pt.)		Provides Command with a complete MIST Report (10 Pt.)	
Team Evacuates Victim to the Trail (5 Pt.)		Team gives accurate grid coordinate for victim location and suggest Pick up. (10 Pt.)	
TL Provides Safety Briefing (1 Pt.)		TL maintains accountability of team (1 Pt.)	
TL Uses correct signals (1 Pt.)		Appropriate Safety Gear Worn (10 Pt. Per person)	

**Station 13 - Night Navigation**

The day navigation portion will evaluate your team's ability to navigate from point to point in the dark. The team will select the other two members that did not do the day navigation to participate in this event. Those two members will work together to complete the navigation course. Members will be evaluated on their ability to plot their course points and then locate them. Participants will be given 5 points to locate. Participants will have 2.0 hours to plot and locate the points.

Skill or Inspection Item	Points	Skill or Inspection Item	Points
Correctly Plots Points (1 Pt. per plot)		Locates Point 1 (1 Pt.)	
Locates Point 2 (1 Pt.)		Locates Point 3 (1 Pt.)	
Locates Point 4 (1 Pt.)		Locates Point 5 (1 Pt.)	
Locates all points within time limit (10 Pt.)		Communicates arrival at points (1 Pt. per)	
Appropriate Safety Gear Worn (10 Pt.)		Arrives after time limit (-10 Pt.)	



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**Station 14 - Night Search**

The night search problem will assess your team's ability to locate clues within a given area. The area will be no larger than 300m in length and you will have 1 hour to search the area. Points will be awarded for the number of clues located, certain team leader actions, safety, and task briefings.

Skill or Inspection Item	Points	Skill or Inspection Item	Points
TL Provides Task Briefing to Team (1 Pt.)		Appropriate Safety Gear Worn (10 Pt. Per)	
Locates Clue (1 Pt. Per Clue)		Utilizes appropriate radio procedures for clue reporting (1 Pt. Per Clue)	
TL Provides Safety Briefing (1 Pt.)		TL maintains accountability of team (1 Pt.)	
TL Uses correct signals (1 Pt.)		Marks Search Area (1 Pt.)	
Uses technique to determine area accuracy (10 Pt.)		Trash left (-5 Pt. for each)	
Gear Check complete (5 Pt.)		Safety Violation (-2 Pt. for each.)	

**Station 15 - ELT Search**

The ELT search problem will assess your team's ability to locate an ELT beacon within a given area. You will have 2 hours to search the area and locate the beacon. Points will be awarded for the beacon being located, certain team leader actions, safety, and task briefings.

Skill or Inspection Item	Points	Skill or Inspection Item	Points
TL Provides Task Briefing to Team (1 Pt.)		Appropriate Safety Gear Worn (10 Pt. Per)	
Locates Beacon (1 Pt. Per Clue)		Utilizes appropriate radio procedures for team coordination (1 Pt. Per Clue)	
TL Provides Safety Briefing (1 Pt.)		TL maintains accountability of team (1 Pt.)	
TL Uses correct signals (1 Pt.)		Marks Search Area (1 Pt.)	
Uses technique to determine area accuracy (10 Pt.)		Trash left (-5 Pt. for each)	
Gear Check complete (5 Pt.)		Safety Violation (-2 Pt. for each.)	





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### **Station 16 - The Hike**

This is the final station and evaluation. This will be a team timed event. Participants will be required to carry their full 48 hour gear from the start point to the end point.

Ranking	Points	Ranking	Points
1 <sup>st</sup>	20	7 <sup>th</sup>	8
2 <sup>nd</sup>	18	8 <sup>th</sup>	6
3 <sup>rd</sup>	16	9 <sup>th</sup>	4
4 <sup>th</sup>	14	10 <sup>th</sup>	2
5 <sup>th</sup>	12		
6 <sup>th</sup>	10		

## **Search & Rescue Ground Team Member Competition**

### **General Competition Rules**

1. Teams must preregister for the event. This is also a graded event.
2. Teams will carry the prescribed team equipment during the entire event. Teams will also carry complete day gear for each event unless otherwise specified.
3. All participants will abide by the CAP Honor Code at all times.
4. Any cheating, event dishonesty, or unauthorized use of equipment will cause the entire team to be immediately disqualified.
5. Navigation will be done with, paper, pencil, and compass only. Any GPS use will cause a team to be disqualified. GPS is authorized for other portions of the training where it should be needed.
6. Orange Hats & Orange T-Shirts are authorized in proper BDU or Blue Utility uniform only. A proper uniform must be worn at all times.
7. Teams must complete all stations to be eligible for awards.
8. All team members will participate in all events unless listed otherwise.
9. Appeals can be made to the Commander or Stan Eval Officer at the event. Their decision is final.
10. All standard CAP regulations for CAP operations and ground search and rescue apply.