

2022 KEYSTONE CHALLENGE



SURVIVAL MODULE

The SURVIVAL MODULE of the Keystone Challenge will test the entire Squad on their ability to establish a safe and secure base camp, build shelter for the Squad, build, and sustain a campfire, tie knots throughout the camp-building process, locate and purify water for cooking and drinking, feed the camp, and establish a safety perimeter.

Scenario: Your Squad has been forced to leave the safety of your vehicles, hike into the woods to not be found by roving “Zombies” (gangs) and establish a safe/secure base camp. Your squad may (or may not) contend with strangers asking to join your squad. Are they safe? Could they be assets? Is “Safety in numbers” relevant in this situation?

This module will be judged on the following criteria:

1. **Shelter:**
 - a. The Squad must build at least one sustainable shelter. Shelter should be constructed using primitive methods, or a combination of modern and primitive. Primitive shelters will accumulate more points towards your final score. Shelters must be sustainable for the 2-day/2-night event. Shelters must be functional, STRONG, and durable...this IS where you will be sleeping the entire event! Shelters must be constructed to be functional under less-than-ideal weather conditions. Shelters must be hard to spot from 30 yards away.
2. **Fire:**
 - a. Squad must satisfactorily demonstrate fire starting using 3 (three) methods, other than matches and lighters. Squads must make a tinder nest that is capable of catching fire from the use of a spark rod, using only materials gathered on-site (NO Vaseline-soaked cotton balls from home!). Must be able to start a sustainable fire, from scratch, in less than 10 minutes. Squad must also be able to revive their campfire, after the fire is “accidentally” extinguished (via water) by a judge. Fire MUST be extinguished when camp is empty!!!
3. **Water:**
 - a. All camps will be located either near water or within an easy hiking distance to water. Water will have to be collected, filtered, and purified for your Squad’s drinking and cooking needs. You WILL need to be able to transport water! Squad must demonstrate proper purification of water, which squad members WILL have to drink.
4. **Food:**
 - a. No meals will be provided! Squads are responsible for packing in their own dietary needs, and/or SAFELY utilizing what they can find in nature. Squad is expected to be able to demonstrate at least one functional trap used for capturing an edible creature.
5. **Security:**
 - a. Establish your Squad Base Camp (SBC) in a secure and defensible manner.

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Remember the “theme” of the event! (You don’t know the area...so you have no idea how safe it is from other humans or wildlife). Be sure to establish a perimeter alerting system (nothing flammable or frangible, or anything that will maim/harm a person or critter who accidentally encounters your warning system). Be sure to establish your SBC with weather conditions in mind. Do not use a system which could catch fire...weather could be dry...you don’t want to create a forest fire.

6. **Knot-tying skills:**

- a. Squad members are expected to be able to correctly tie and explain the proper uses of at least 7 (seven) knots. Squad may choose what knots they demonstrate.

Each Squad will be issued a “map” that they must use to navigate to their base camp. Must use land navigation skills to find the exact designated site of their camp.

KEYSTONE CHALLENGE SURVIVAL RULES: (Additional rules will be added)

1. NO WHEELED VEHICLES!!! May not utilize any wheeled or motorized vehicles/transportation to “pack in” camp materials.
2. May not use any “lighters” to establish base campfire.
3. May not use flammable or frangible or potentially harmful perimeter warning systems! No smoke grenades, “boobie-traps”, etc.!!!
4. If collecting food from nature; please do not kill anything that is NOT in season (without a valid hunting license for the state of PA). Regarding eating plants and berries...be 100% certain that what you are eating is edible!!! The nearest hospital is not only a hike, but also a 45-minute drive. If you’re not a wild-edibles expert...leave it alone!
5. You may NOT break into any homes or structures in the area for supplies. That would be illegal. All your supplies must come from the woods around you, or from your pack!
6. Absolutely NO pilfering from other Squads. You’re Squad will lose ALL of your SURVIVAL points if you are caught in a different Squad’s SBC.

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The Keystone Challenge
www.thekeystonechallenge.com
information@thekeystonechallenge.com
Tioga County, PA

