



Earthquake in Scoutonia

Simulated Emergency Exercise
for Scout JOTA event

Scouting in co-operation with IARU
and Shelterbox.

How to run this activity?

When: Saturday of Jota- Joti event in October 2011, 12:00 – 18:00 GMT

What you need to take part:

- an amateur radio station
- a Scout-built improvised antenna
- battery power or alternatives
- a small computer with the NBEMS software (from scout.org search Jota Joti)
- the International Amateur Radio Union IARU message form (from scout.org search Jota Joti)
- a photo camera
- a local topographic map
- guideline instructions for emergency communications and setting up temporary shelter (from scout.org search jota Joti)



Rules of the game:

To simulate as close as possible a chaotic situation in the aftermath of this natural disaster, please apply the following:

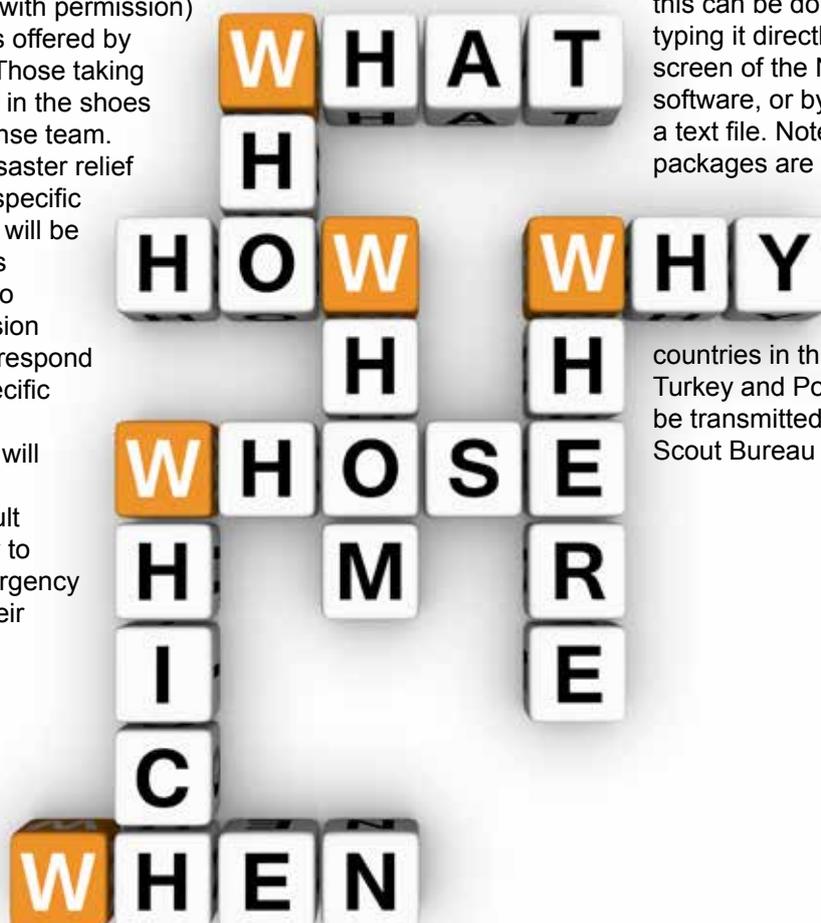
- only the use of the battery-powered radio station is allowed (mains power from the city grid has been taken out by the disaster)
- land-line phones and mobile phones do not work, and your internet connection is down too, so these cannot be used to transfer information.
- set a time limit for each action of the activity: there is always a need to act as fast as possible
- be prepared: make sure your Scouts know what to do when disaster strikes. (Do they know the assembly point, what to wear, what to bring?)

Prepare the materials for use and familiarize yourself and your Scouts with them. Yes, it is easy to cheat, but a Scout is courteous...!

About this activity

This activity is derived (with permission) from the Scout activities offered by Operation ShelterBox. Those taking part will put themselves in the shoes of an emergency response team. They will learn about disaster relief work while exploring a specific disaster scenario. They will be asked to assess various sources of information to help them make a decision about how they should respond and send aid to this specific disaster.

In particular the Scouts will learn how to collect information under difficult circumstances and how to respond to it using emergency services provided by their JOTA radio station.



Here we go, when disaster strikes:

Step 1

Split the Scouts into one or more patrols.

Variation: if more JOTA stations in your area participate, each patrol can come from a different group.

Step 2

It is 12:00 GMT. Inform the Scouts that early this morning a major Earthquake has hit in the East of your neighbouring country Scoutonia. At this moment you know very little about it, just an email from a Scout leader that has reached you. (The email is in your resource pack if you are in a lead country).

The first task of your Scouts is to quickly get at least two other information sources together. This is a major operation and requires the help of all Scouts and radio amateurs. They should look for emergency signals on the frequencies and monitor local repeaters too. Ask other JOTA radio stations if they have more info on the Earthquake in Scoutonia. Other amateur radio stations can help as well to pass messages. Make sure you mention this is the JOTA simulated emergency exercise and not a real situation (we don't want to create a panic of course!)

As soon as you received new information, you are also obliged to pass that on to other Scout stations, using the IARU emergency message form for your radio transmissions. For digital messages, this can be done by typing it directly into the FLdigi screen of the NBEMS software, or by simply copying it from a text file. Note that the information packages are originating from the lead

countries in this JOTA game: Malaysia, Turkey and Portugal. One package can be transmitted by HB9S at the World Scout Bureau in Geneva.

Frequencies where traffic from Scoutonia could be heard are:

21.360 MHz, 14.300 MHz and 7.060 MHz for voice communication.

14.065 MHz and 7.065 MHz for the NBEMS digital messages, using mainly MT63 and PSK-500R modes.

Of course, other frequencies might be used (depends on what radio amateurs in Scoutonia can put on the air after the disaster of course) and messages may be passed on by others during the day as well. All amateur radio operators worldwide have been informed by the IARU about this JOTA event and may jump to your help in passing messages and looking for more info. Ask around on the airwaves.

More information will become available as the full extent of the disaster unveils itself...

Variation: the digital messages can be "transmitted locally" between computers with the NBEMS software. Just put a microphone on the loudspeaker of the other computer. In this way Scouts can get experience in transmitting messages.

Step 3

There are at least 5 different pieces of information. You have 1 (the email) if you are in a lead country; Scouts should collect at least 2 others.

As soon as you have collected 3 or 4 information sources, give each Scout patrol 3 minutes per item to study the received information. Do this until each patrol has studied every piece of information. They need to assess these pieces of information carefully before making an informed decision about whether aid should be sent to East-Scoutonia and how they can best respond to the situation.



Step 4

Give the patrols a couple of minutes to discuss whether they think they should send aid to this disaster and if so, how. Then hold a vote to see what the result is.

Variation: if more JOTA stations in your area participate, call them by radio and discuss over the air if the Scouts think help is needed and if so, what action should be taken.

It is 15:00 GMT. Suddenly your radio awakens and a Shelterbox Operations centre comes on the air. It is WA9BSA. Immediately try to contact them and ask them for advice on your emergency response.

Step 5

Send out a Scout patrol with a hand-held radio and the local topographic map. Their assignment is to find a spot in your area where a small tent city can be set up to host refugees that flee from the disaster-stricken Scoutonia and seek shelter. (You can find material from Shelterbox and UNHCR on the scout.org/jota web site to help with the camp site selection).

Step 6 (optional)

(Only if you were notified that the local Shelterbox representative in your country is available to join in this JOTA activity.)

Send out a patrol to contact the local Shelterbox office, learn about their possibilities to provide disaster relief and report back to you (by radio, no phones remember?). Possibly, a patrol can visit the Shelterbox office if it is in the area and see a live demonstration of their emergency equipment.

Step 7

And right in the middle of your emergency response action, new information is received. So don't stop operating your radio's on the emergency frequencies. You never know what helpful info you may receive...

Step 8

At the end time of the exercise at 18:00 GMT, collect all the info that you have received, from the radio, from local actions etc. Discuss with your Scouts what you should do if this was not an exercise but for real...! Each patrol makes a response plan.

Finally.

Try to send a short message (IARU form again) to HB9S in Geneva, telling what you learned today and which information you received about Scoutonia.

Thanks to Shelterbox and UNHCR for use of their materials, to IARU for its active technical support and to all who take part for your enthusiasm.