



ZOMBIE INVASION
OCTOBER 25-27
CAMP SAM HATCHER



Welcome from the Campmaster

Welcome to the 2019 CT Dist. Fall Camporee. Our theme for this event is “Zombie Apocalypse.”

Pre-registration is required for this camporee, as it will provide your unit with a Camporee packet containing patches and information necessary for an enjoyable Camporee experience. Your units will be setting up basecamp at Hatcher North in the Parade Field. The normal campground amenities are available. Port-a-Johns will be positioned throughout the campsites and the bath house is open for use. Potable water should be available barring unforeseen emergencies.

A Scout is thrifty! Pre-registration \$16.00 is required, please. An additional \$5.00 per head processing fee will be charged to units not pre-registered (total \$21.00). So register by the 10/21/19 deadline!!!

The format for this Fall Camporee will be unlike any Camporee you have ever experienced.

There will be NO Uniform Inspections Friday!

To kick off the Fall Camporee, on Friday evening, 10/25/2019 all units will report to the Medical Facility located at Hatcher South at the Emergency Zombie Outbreak Center.

On behalf of the Camporee and District Committees, we hope your experience with the various events is a positive one. We wish you well as you continue your preparations. We will be discussing and explaining event details at upcoming Boy Scout Round Tables. Your Unit Commissioners have details and are a vital resource for your units.

In the spirit of Scouting,

Campmaster
Dave Mccubbin

Asst Campmaster and Campfire Chief
Dave Whitlow

Chiefs of Food☺
Darryl James

Chief Judge & Registrar
Brian Snow

2019 Fall Camporee Schedule

Friday, 25 October 2019

12:00 – 21:30 Troop Check-in.
Base Camp setup at Hatcher North
18:00 Retire colors – Troop 61
18:15 Medical check-in at Zombie Outbreak Center
21:00 Zombie Video Update - Stage
2130 Cracker barrel/Leaders and SPL
22:00 Taps. Sleep lightly!!!! They're watching!

Saturday, 26 October 2019

07:00 Rise and Shine**Good Morning to whoever is left!
08:30 Colors/Opening Ceremony – Color Guard Troop 252
08:45 Competitive Events start.
12:30 – 14:00 Lunch – In Campsites.
14:00 Tug of War and Fill the Bucket games
16:00 – 18:00 Preparation for evening meal and Cooking Competition.
18:00 Evening colors – Troop 272
17:30 Cooking Dishes Turned In!!!
18:45 Assemble for Campfire
19:00 Spectacular Campfire Program at CT Theater Stage.
Following campfire WORLD WAR Z Movie
Following campfire Cracker barrel (adult leaders only)
22:00 Taps. SHHHHHHHH!!! They can hear you breath!!!

Sunday, 27 October 2019

07:00 Good Morning.
08:00 Colors – Troop 446
08:15 A Scout is Reverent.
08:30 Awards presentation and recognitions.
09:15 Check out and departure – **Leave no Trace – Collect Aluminum and plastic** - Drive Safely.

2019 Fall Camporee

Guidelines

Registration	Pre-Registration is \$15.00 per person. Pre-registration is required in order to assemble each unit's Camporee Packet. All participants must be registered members of the BSA (any program).
Health Forms	Double check that you have updated medical forms in your files and with you during the Camporee.
Youth Protection Rosters	Assure that all members of your unit are current with their youth protection training. All units <u>must furnish</u> an updated roster of <u>all participants</u> at check-in. Unpaid add on members can be registered and paid at this time (checks please).
Permission Forms	All units are required to have a current permission slip for each Scout in attendance. Parental permission is required for most types of emergency treatment at a medical facility. These forms should be kept in the Troop Campsite and readily available in case of an emergency.
Campsite Assignments Parking	First come, first served. Use "Leave No Trace Guidelines." Parking can be a challenge. Please limit the number of vehicles you bring to the event. Designated parking areas will be marked for your use – we must assist each other. Extreme caution is needed at all times.
Traffic Control	Exercise caution at all times. Be alert and avoid parking, even for a brief time, on the main road through camp (emergency vehicles may be needed). Follow the camp staff member's directions.
Uniforms	We are a uniformed organization. Uniforms are a means of communication! Any other questions?
Leadership	Adequate and appropriate adult and youth leadership is essential. Two-deep adult leadership is a BSA requirement.
First Aid	Each unit should have its own first aid kit sized to treat their unit in an emergency. A first aid station will be located in or near the administration building. All injuries no matter how minor shall be reported to the first aid station.
Latrines	Port-a-johns will be provided and located throughout the camp. Throwing of trash in the units is unacceptable and results in excess rental fees.
Trash/Garbage	There is no trash service at this camp. You are asked to separate your aluminum and plastic recyclables. The OA will

2019 Fall Camporee

recycle them and donate the proceeds to OWLS. Leave the campsite better than you found it.

Security and Fire Safety

To reduce the number of unauthorized persons visiting your campsite, it is recommended that at least one person (preferably an adult) remain in the campsite at all times. The proper use of fire and fire prevention is of the utmost importance. All units are expected to maintain a fire safe campsite at all times. Set up a fire fighting station, have a plan, use it. It is a campsite inspection requirement.

Water

Potable water is available at the various spigots located throughout the campgrounds.

Fuel

Firewood is not provided. Do not cut trees. Current BSA policies on the use of chemical, liquid, gaseous, or jellied fuels apply. Ref: Guide to Safe Scouting and the Scoutmasters Handbook.

Patches

Patches will be ordered for pre-registered participants, only and will be provided in the Camporee Packets.

Campsite Maintenance

Practice "Leave No Trace" camping. Remove all trash and do not leave firewood that you brought to the event. Members of the staff will visit your campsite to assist with any questions you may have and to offer constructive suggestions.

Religious Services

A non-denominational religious service will be provided after morning colors Sunday. A collection for the "World Brotherhood of Scouting" will be available.

WEBELOS Scouts

WEBELOS Scouts are invited to participate in this event. They should be organized into patrols or joined with their Boy Scout Troop Patrols to participate in the events. Participation in the various events will be by Troop and Patrol. The normal BSA policies regarding parent attendance will be observed. All BSA rules and policies apply to these Scouts and parents.

2019 Fall Camporee **Events and Procedures**

Miscellaneous Items

Their will be no uniform inspection at this campout. Please have scouts bring uniforms. Will need them for flag color guards. Please have your scouts wear shorts and a white tee shirt that can be stained and destroyed. This will be a ZOMBIE themed campout, please let scouts know this ahead of time.

PLEASE NOTE: Each Scout who brings a non-perishable food item to the Zombie Outbreak Medical Center can earn 10 points per item for a maximum 100 bonus points for his patrol. These items will be given to a local food bank and should assist with the ongoing food drives.

Troop Campsites – all units will be camping in parking/parade field in designated area. Only a maximum of 2 trailers and 2 trucks will be able to park in parking area.

REMINDER, REMINDER, REMINDER

Electricity is not available in the campsites. Water outlets are in many campsite and we will attempt to assure they are operable. This is not guaranteed. Water is available at Bob Howard Lodge and several surrounding locations. So, bring containers and expect to carry water to your campsites.

Plan accordingly.

--- BE PREPARED ---

The better prepared you are, the more enjoyable the experience!

Competitive Events

Zombie Dunk: Troop 61

Patrols will have 5 balls to throw from different ranges. Patrol leader will determine the throwers position. Points will be awarded for this event.

Zombies Hate Fire Event: Troop 446

An alternative method of lighting a fire will be used, such as steel wool and a battery. Scouts bring their own tinder (no paraffin, accelerants, or artificial starters). Infected leaders/SPLs will be placed under a suspended bucket of water. Burning through the string douses the leader/SPL. Up to 25 bonus points can be earned by correctly answering questions on a First Aid for Burns quiz.

Successfully starting a fire 10 pts

Time to burn through the string:

0-1 minute 30 pts

1-1.5 minutes 25 pts

1.5-2 minutes 20 pts

2-2.5 minutes 15 pts

2.5-3 minutes 10 pts

3-3.5 minutes 5 pts

Over 3.5 minutes 0 pts

Total points possible: 65 pts

Zombie Bug-Out Pack Event: Troop 252

You have to properly compile a Ten Essentials bug-out pack. Select items to pack and only pack what is appropriate. There are additional recommended supplements to the ten essentials that can be included for bonus points. From a pile of items Scouts select the items to pack and are scored on number correct minus the total number wrong (those incorrectly chosen and those not chosen but should have been). Bonus items will be added to their final score.

The Ten Essentials list (5 points for each one):

· Navigation (map and compass) · Sun protection (sunglasses and sunscreen) · Insulation (extra clothing) · Illumination (headlamp/flashlight) · First-aid supplies · Fire (waterproof matches/lighter/candles) · Repair kit and tools · Nutrition (extra food) · Hydration (extra water) · Emergency shelter (tarp, bivy bag, space blanket).

Recommended Supplements to the Ten Essentials (Bonus Items worth 5 points each): · Portable water purification and water bottles · Insect repellent · Signaling devices, such as a whistle, cell phone, satellite phone, unbreakable signal mirror or flare.

Total points possible: 65 pts

Move the Zombie Head Event: Troop 130

You have found yourselves in the middle of a Zombie crisis. Unfortunately a Zombie head (bowling ball) has been found and any contact with it runs the risk of it biting the person and infecting them. Fortunately for you, a Zombie control team passed through earlier and left some specially treated staves and a biohazard containment box (milk crate) nearby for just such an incident. The staves have been treated with radiation to eliminate the possibility of the virus transferring through the ropes to another person. The radiation is at a tolerable level. However, over-exposure causes instant and terrible side effects such as blindness or muteness. Over-exposure occurs when a person touches his own staff with more than one hand. Somehow you must discover a way to move the Zombie head into the containment box without dropping it. Dropping the Zombie head will cause it to break in multiple pieces creating a worse clean-up situation. Be sure not to contact the Zombie head with anything but the treated staves, but don't over-expose yourselves to the staves. Finally, don't even try moving the containment box. Containment boxes are booby trapped and especially sensitive to movement. They will explode without the pressure of a head inside unless disarmed by the Zombie control team. This prevents Zombies from learning the secrets of the containment box. The event judge may award additional points for teamwork, creative solutions, etc. up to a maximum of 60 points

Time to successfully place the Zombie head in the containment box:

0-5 minute 60 pts

5-8 minutes 50 pts

8-11 minutes 40 pts

11-14 minutes 30 pts

14-17 minutes 20 pts

17-20 minutes 10 pts

Over 20 minutes 0 pts

Total points possible: 60 points

Zombie Medical Response: Troop 272

Patrols will have to assess the emergency situation and act accordingly.

Patrols must render first aid for open wound, puncture wound, and treat for shock. Will need to transfer victim to rescue vehicle.

Assess situation- 10 points

Call for help – 10 points

Open wound first aid – 10 points

Puncture wound – 10 points

Treat for shock – 10 points

Transport Safely – 10 points

Total points possible: 60 points

Scout Law Game: OA

Patrols realize the advantage of living the Scout Law as they race to correctly assemble the 12 points in the correct sequence.

Fastest time – 100 points, -5 next fastest time and so on.

Find the Cure: Will need a Compass

At the completion of each morning event each patrol will be given one part of a 6 coordinates. They must assemble in correct order and locate cure and bring to Zombie Outbreak Medical Center.

Each correctly turned in cure will be awarded 100 points.

NEED MORE BLOOD: Troop Activity

WE NEED MORE BLOOD RELAY!

Tug-O-War: Troop Activity

For annual possession of the trophy.

2019 Fall Camporee Unit Registration Form

Troop No. _____	Number of Patrols _____	
Number of Scouts _____	Number of Adults _____	
Total No. of Scouts / Adults _____	X \$16.00 =	\$ _____
Total No. of 1 st year WEBELOS _____	X \$16.00 =	\$ _____
Total No. of 2 nd year WEBELOS _____	X \$16.00 =	\$ _____
Total No. of Adults: _____ (WEBELOS parents/guardians)	X \$16.00 =	\$ _____
	Total amount:	\$ _____

To ensure prompt registration, go to:

<https://www.tentaroo.com/ecc/>

If no Internet access is available,
Mail check and form to:

East Carolina Council
CT Fall Camporee
PO Box 1698
Kinston, NC 28503

- **Registration must be *in* the Scout Office no later than 21 October 2019.**
- **Patches are guaranteed for pre-registered Scouts/Scouters.**
- **Reminder: Late Registration of units “at the gate” is \$21.00 per person.**
- **Add-ons to pre-registered units can be done at check-in - \$16.00.**



2019 Fall Camporee

Croatan Trails District Camporee

Site Inspection Form

Troop _____ Total Score _____



___ Site (26 points)

- ___ [Scoutmaster Handbook (SMH)] and [Guide to Safe Scouting (GTSS)]
- ___ Campsite chosen according to *Leave No Trace* guidelines? (SMH) [1]
- ___ Kitchen area and tent locations determined before camp setup begins? (SMH) [1]
- ___ Area clean and orderly and free of litter? (SMH) [10]
- ___ Well marked flammable storage at least 20 feet from buildings, cars, and tents. (GTSS) [5]
- ___ First aid kit in a central location. (GTSS) [5]
- ___ First aid kit proper size for group and contains list of contents. (GTSS) [3]

___ Tents (10 points)

- ___ Tents properly pitched to keep out wind and rain? (SMH) [5]
- ___ Guy lines taut and tied with correct knots and properly staked down? (SMH) [2]
- ___ Ground cloths under the tents to shield tent floors from abrasion and ground moisture? (SMH) [3]

___ Personal Gear and Bedding (10 points)

- ___ Sleeping bags and pads stowed inside tents? (SMH) [5]
- ___ Clothing and other personal gear neatly stored in packs? (SMH) [5]

___ Kitchen Area (25 points)

- ___ Dining fly set up? (SMH) [2]
- ___ Cooking and dining areas neat? (SMH) [3]
- ___ Food stowed to keep it safe from weather and wildlife? (SMH) [5]
- ___ Sites for stoves or open fires properly prepared using *Leave No Trace* guidelines? [5]
 - Fire at least 4 –6 feet from burnable material? (GTSS)
 - No flames or flammables in or near tents. (GTSS)
 - Fire guard plan or chart posted. (GTSS)
- ___ Soap and water set out for Scouts to wash hands before cooking and eating? (SMH) [2]
- ___ Utensils and dishes kept clean and orderly? (SMH) [3]
- ___ Patrols duty rosters for meal preparation and cleanup posted? (SMH) [5]

___ Scout Spirit (20 points)

- ___ American flag on Troop made pole at least 15 feet tall [5 points]
- ___ No cars in parade field.(Limited to no more than 2 trucks with troop trailers [5 points]
- ___ Troop and patrol flags displayed. [5 points]
- ___ No radios or tape players per *Leave No Trace* guidelines. [5 points]

Cooking through the Zombie Apocalypse

Croatan Trail Zomboree 2019



Zombie Apocalypse Cooking Challenge!

Alright, Zombie survivors, let's play a little cooking game!

We all have plans that take eating into consideration. We've got our cans of spam, beans, pickled herring or whatever. We know how to suck on roots and probably not die from doing that. Sure. But at some point, that's going to get repetitive and dreary, which will be bad for morale, so it might be a good idea to know how to make a wholesome and tasty meal out of the crumbs of pre-apocalypse civilization.

Good food is good for the soul, as is variety. The goal of this little game is to think up some decent and good-tasting meals out of whatever is at hand in a zombie-apocalypse.

Here's the setting and available resources:

A cooking station of some sort, with pots, pans, and whatever other cooking utensils you might need. Assume you got them from houses or something, as I assume fleeing panicked people didn't bother to bring the crock-pot along. As for the actual cooking, gas stove, solar powered induction plate, fire pit, whatever. You have something. You also have plates and cutlery, because the apocalypse doesn't mean we should be uncivilized savages. The station is in a safe place, so don't worry about people spotting your fire or smelling the delicious stew.

A decent-sized and (let's assume) zombie-free grocery store. It's been 6 months to a year since the Zombie Apocalypse, and perishables have perished. See the approved list below of items that can be used in meal. Everything must be prepared at camp!

Now go for it! Cook up zombie lasagna or something! happy cooking!

MEAT – Spam or potted meat. Must be opened at camp when event starts..

PASTA – any type

BEANS – Dry beans – they may be soaked overnight if needed

VEGATABLES – Canned only

FRUIT – Canned only

All entries must be named, and turned in by 17:30 at Howard Lodge.