

**Francis Scott Key District**  
**Zombie Apocalypse Camporee**



**Leader's Survival Guide**

**October 16 - 18, 2020 | Walkersville Watershed**

Please note that as we get closer to the event this guide may change. We will update it as our circumstances and program evolve.

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## **INTRODUCTION AND SUMMARY**

The FSK District Zombie Apocalypse Spring Camporee will be held the weekend of April 3-5, 2020, at the Walkersville Watershed. The camporee will be open to all Scouts BSA Troops, Venture Crews, Sea Scout Ships, Explorer Posts and Webelos who register with a host unit. The Camp Sites will be distributed in the order by which you register with preference going to early bird registrations.

Our camporee is a Zombie Apocalypse event and will feature fun filled apocalypse style stations and a survival orienteering course. The Zombie Apocalypse Camporee Staff have developed a fun filled program of exciting and challenging stations, scenarios and navigating for all participants, intended to increase every Scout's skill and preparedness for the imminent zombie invasion...or any other emergency. Along with skill, cool heads and teamwork are always valuable when facing tough situations.

## **CAMPOREE SCHEDULE**

### **Friday, April 3rd:**

- 5:00 PM Troops start to arrive.
- 8:00 PM Welcoming Campfire - Amphitheater
- 9:30 PM SM/SPL Leaders Meeting – Cracker Barrel / Admin Pavilion

### **Saturday, April 4th:**

- 8:00 AM Opening Flag and Morning Announcements – Flag Pole
- 8:30 AM Morning Event Stations
- 9:00 AM District Activity Guide Planning/ Budgeting Process
- 12:00 PM Lunch (On your own)
- 1:00 PM Afternoon Event stations
- 1:00 PM Unit Leader Pow Wow with District Leadership
- 4:30 PM Stations Close/Dinner
- 7:15 PM Closing Flag ceremony - Flagpole
- 7:30 PM Escort to Amphitheatre
- 8:00 PM Awards and Campfire

### **Sunday, April 5th:**

- 8:00 AM Morning Announcements and Clean Up Duties
- 8:30 AM Scout's Own Service - Amphitheatre
- 9:00 AM Campsite Check out / Patches Distributed
- 10:00 AM Begin to break down camp – Staff Patches Distributed

## **POINTS OF CONTACT:**

FSK District Chair	David Bloxsom	240-357-3581	<a href="mailto:dkbloxsom@comcast.net">dkbloxsom@comcast.net</a>
Camporee Director:	Don Yetter	717-433-8608	<a href="mailto:donald.yetter@gmail.com">donald.yetter@gmail.com</a>
Camporee Program :	Ron Layman		<a href="mailto:Layman274@gmail.com">Layman274@gmail.com</a>
Watershed:		301-788-7496	

## **REGISTRATION**

Patches: Every Paid and registered Youth and Adult will receive a patch. That is if the zombies don't eat the delivery man.

Membership: In order for a Scout to attend the Zombie Apocalypse Camporee, they must be a registered Scout, Venturing Crew, or Explorer.

Medical Forms: Like all Scouting events, the Zombie Apocalypse Camporee requires that each troop have Class A and B medical forms in their possession for all Scouts and Adults attending the event. Each unit is expected to bring a binder or folder containing these forms, in the unlikely event that medical care is required beyond first aid. The troops will hold onto the medical forms. **REMEMBER, ZOMBIES DO BITE!**

Registration: Pre-Registration is required for the event with payment in advance requested. Registration by March 10<sup>th</sup> – Price is \$15.00pp. From March 10<sup>th</sup> – 26<sup>th</sup> price is \$20.00pp. Registration for the event will close on March 26<sup>th</sup>. Payment can be made at District RT or by check.

## **CHECK-IN PROCEDURES**

Check-in registration begins at 5:00 pm on Friday October 16th at the Registration Hut. At check-in, all units must submit their Campfire Participation Form, their Chaplain Aide Name and a list of adults who can assist on Saturday. Unit Chaplain Aides will meet Mr Fletcher, District Chaplain's Aide, during Friday Night CrackerBarrel, at the T628 Pavilion, immediately after the opening campfire.

Campsite assignments will be provided at check-in. Each site is outside of the known virus containment area, however, be aware that each site will be shared by multiple units, so be friendly and considerate neighbors!

## **CHECK-OUT PROCEDURES**

Check-out will begin at 10:00 am on Sunday, October 18th.

Your campsite **MUST** be inspected by a member of the Camporee Staff before you leave. Prior to inspection, please complete the following:

- Ensure the campsite is litter free.
- Restore your campsite to better than you found it.
- Pack up your gear and be ready to depart.
- Carry out all garbage to be disposed of at home.
- Request a site inspection of a Camporee Staff member.
- Complete, and be ready to submit, a Camporee Evaluation Form.
- Complete the check-out.

The check-out sheet will be signed when the inspection is completed. You will receive your Camporee Patches with submission of the signed check-out form.

## **PARKING**

Parking is always tight at the Watershed please carpool when possible and park vehicles completely off the road. It is imperative that we keep an emergency path on every road for First aid emergencies.



## CAMPOREE GENERAL RULES

- The Scout Oath and Law will govern the behavior of all participants!
- The Buddy System must be followed by all Scouts at all times.
- Leave No Trace applies as always.
- As with any Scout event, there will be no illegal drugs, alcohol, fireworks, firearms or other weapons.
- Sheath knives and fixed blade scabbard knives are prohibited.
- Wood tools must be properly stored and used in the ax yard (see the Scout Handbook for proper Patrol campsite setup). Improper use of wood tools is prohibited. Campfires must be built in an established fire ring/pit or raised above ground and must be properly extinguished when campsite is unattended. Keep filled water bucket handy.
- Report all accidents, injuries, or other emergencies to a member of Camporee Staff. Medical personnel will always be on site during the Camporee.
- Lost and found items should be brought to the Admin Building.
- Class B T-shirt, Zombie costume or similar Troop/Patrol attire is encouraged for all other activities.

## SCOUTMASTER GUIDANCE

- ✦ The Camporee will not be called off because of weather.
- ✦ Campsites will be assigned based on Registration and then by the number of Scouts and number of Patrols participating, please check with Headquarters before setting up camp. If you have a preference of where you would like to camp please let us know.
- ✦ Friday evening check-in begins at 5pm at the Registration Hut. Units are encouraged to arrive early enough to attend the Opening Campfire at 8pm in the Amphitheatre.
- ✦ Scoutmaster and SPL meetings: Friday 9:30PM at the Administration Pavilion.
- ✦ No sheath knives, fireworks, alcoholic beverages, or firearms; ALL FIRES MUST BE CONTAINED WITHIN A ROCK FIRE RING WITH PROPER CLEARING and fire buckets.
- ✦ Anything beyond basic first aid must be reported to Camporee medical staff.
- ✦ Dutch oven cooking must be contained within fire rings or off the ground.
- ✦ Each unit is asked to provide 1 or 2 adults to assist in judging of patrol competition.
- ✦ The Camporee Commissioners will judge campsites.
- ✦ Patrols must have a patrol score sheet in order to participate in patrol competitions and must compete in all events to be considered for awards.
- ✦ Station judges running the events will maintain consistent judging throughout the event but may adjust how the station is constructed/ran based on their team's input. The description of the stations in this guide are rough outlines of how what the stations will be. All score sheets must be turned in to the Camporee Program Director Chairman before 5pm on Saturday.
- ✦ Units are responsible for removing all the trash from the campsites and event areas. Leave the camp better than we found it.

## HELPFUL INFORMATION

- Pack APPROPRIATELY.
- Water will be available at all stations and at the watershed. Bring your water containers/water bottles.
- Porta Johns are located around the camp and near several of the activity areas. Ensure you utilize your gender labeled facility.
- Cell signal is available in the camp provided you have a good carrier.
- Complete a patrol roster for each participating patrol. Reproduce as required.
- Items to bring with every Patrol to ensure success at the camporee.

Fire Building Materials	Fire Starting Kit (No Matches/Lighter)	Compass/Pencil/Scratch Paper
Neckerchiefs for Blindfolds	Patrol First Aid Kit	Water
50 Foot Length of Rope	Patrol Flag	Hand Sanitizer





## SPL GUIDANCE

- ✦ These are some reminders of the important items for the weekend. Each activity will begin at the time indicated in the schedule, please ensure that your unit is on time. A detailed schedule is located in this guide.
- ✦ Scoutmaster and SPL meetings: Friday 9:30PM at the Administration Pavilion.
- ✦ Each unit is asked to provide 1 or 2 adults to assist in judging of patrol competition. Judge meeting Friday 10:00PM at the Administration Pavilion.
- ✦ BSA Field uniforms are required for the campfire, scouts own service, and Saturday Evening Flag Retirement Ceremonies. Class "B" or Scout appropriate apparel should be worn during patrol competitions.
- ✦ Practical jokes are not Scout-like and will not be tolerated.
- ✦ Patrol Flags should be carried by all patrols at all times and are not part of the Campsite Inspection.
- ✦ Campsite judging will begin in conjunction with the patrol competitions.
- ✦ If a Dutch oven is used for cooking, it may be done in your campsite and in an approved fire circle or be elevated high enough, so you do not burn the grass beneath the fire or contained within a rock fire ring.
- ✦ Lights out Friday and Saturday at 11PM. Due to the close proximity of units, this policy will be strictly enforced.
- ✦ Checkout: Make sure your campsite is clean in accordance with Leave No Trace principles. Awards will be announced at Saturday's Campfire.



## PATROL LEADER GUIDANCE

- ✦ Each patrol should consist of 4 to 8 scouts. Maximum patrol size is 8 scouts, no exceptions. "Dream Team" patrols assembled from multiple patrols within a troop or from multiple troops is prohibited.
- ✦ Patrols will receive points for completing each event. In order to be considered for the awards, each patrol must participate in all events. The Campsite Competition will be treated as a Separate Competition.
- ✦ Patrol Flags will be carried by all patrols at all times except during the actual event judging period. Class "B" should be worn during patrol competitions.
- ✦ Some events require the patrol to bring equipment. Ensure you review all the patrol equipment required listed under the "Helpful Information" section. If the patrol does not bring the needed equipment, they may not be able to participate and therefore receive a deduction for the missing event.

## EMERGENCY PROCEDURES

Small first aid needs should be tended to at the campsite using the unit's first aid supplies and trained adult leaders. Larger needs should be directed to the medic located at Admin. Medications requiring refrigeration may be stored in the Aid Station located at Admin. Participants must bring their medical forms. Please have all medical forms for each unit in one binder/folder. Medical forms will be kept by the unit and brought to Medical as needed.

If any of our adults who attend this event are medical professionals, please let the zombie Apocalypse camporee Staff know upon your arrival. If units know of campers with serious medical problems, please discreetly inform the Health and Safety Staff. The Aid Station (at the Admin Pavilion) will be manned during the event. Medical Emergencies should be directed through Admin during other hours. Minor first aid should be handled at the campsite if you have supplies. Medications for all Scouts and Scouters should be administered by the units unless requested by the unit to be administered by medic.

## Station Descriptions

### Mine Field

Location: BB Gun Range

Description: Your patrol while being Blindfolded - will have to collectively navigate the tricky mine field filled with exploding mines (Clay Pigeons, Squeaky toys). Set one off and you lose a patrol member. Scouts, leave no one behind.

### Nuclear Reactor

Location: Troop 270 Site

Description: Team must negotiate a laser web security system to remove the core of a nuclear reactor damaged in the Apocalypse. Set off one of the numerous security systems and the place gets locked down with your patrol trapped inside.

### Chemical Clean up

Location: Lodge Dug out area

Description: Destroy vials of poisonous chemicals that have been left from a failed attack by starting a fire without using matches or lighter and burn the rope stretched across the fire.

### Defuse the Bomb

Location: Archery Range

Description: Team must tie a Clove Hitch around the 55 gallon drum of radioactive material and transport the drum without actually touching it.

### Archery Station

Location: Archery Range

Description: Team must properly eliminate the radioactive balloons in order save your patrol

### Compass Course

Location: Center of camp/Flagpole

Description: Use a compass, navigate watershed using map and compass from point to point, collecting the Post #'s and Symbols found at each location. Correct posts and symbols will count toward total scores.

### Campsite Disaster Design

Location: Campsites

Description: Patrol must design their campsite with the Apocalypse aftermath in mind. All items brought to the watershed must be removed when you depart on Sunday.



## UNIT SCORE SHEET

Unit \_\_\_\_\_; Patrol \_\_\_\_\_

Troop Competition	Max Points	Score	Judge Initials
Mine Field	80		
Nuclear Reactor	80		
Chemical Clean up	80		
Defuse the Bomb	80		
Archery	80		
Compass /Orienteering See Orienteering Grading Sheet			
Total Patrol Score			

## CAMPSITE DISASTER DESIGN SCORE SHEET

Unit Number: \_\_\_\_\_

The troop campsite will be inspected using attached form.

Description	Max	Actual
Theme Decorated	30	
Tents: Set up properly (flies, stakes, ground cloth, etc.)	20	
Campsite Clean / Organized (Clean =10, Neat = 10, Safe = 10)	30	
American and Troop flags displayed correctly	20	
Boundary Set	20	
Fire Ring established (Ring = 5, Water = 5, )	20	
Ax Yard (Safe Area = 5, Tools properly stored =5)	20	
Fire bucket at each tent	20	
First Aid Kit (s) Visible / Accessible	20	
Total Possible	<b>200</b>	

Inspector's Comments: \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

# PATROL ROSTER



UNIT # \_\_\_\_\_ PATROL NAME \_\_\_\_\_

PATROL LEADER \_\_\_\_\_ RANK \_\_\_\_\_

ASST. PATROL LEADER \_\_\_\_\_ RANK \_\_\_\_\_

SCOUT \_\_\_\_\_ RANK \_\_\_\_\_

SCOUT \_\_\_\_\_ RANK \_\_\_\_\_

SCOUT \_\_\_\_\_ RANK \_\_\_\_\_

SCOUT \_\_\_\_\_ RANK \_\_\_\_\_

SCOUT \_\_\_\_\_ RANK \_\_\_\_\_

SCOUT \_\_\_\_\_ RANK \_\_\_\_\_

SCOUT \_\_\_\_\_ RANK \_\_\_\_\_

**EACH PATROL SHOULD CONSIST OF 6 TO 8 SCOUTS. MAXIMUM PATROL SIZE IS 8 SCOUTS, NO EXCEPTIONS. "DREAM TEAM" PATROLS ASSEMBLED FROM MULTIPLE PATROLS WITHIN A TROOP OR FROM MULTIPLE TROOPS IS STRICTLY PROHIBITED. A SCOUT IS TRUSTWORTHY!**

## CAMPFIRE PARTICIPATION FORM

**PLEASE COMPLETE THIS FORM AND RETURN IT AT THE ZOMBIE APOCALYPSE LEADERS MEETING ON FRIDAY NIGHT OR AT THE SATURDAY MORNING FLAG CEREMONY AT THE LATEST.**

**A SEPARATE FORM FOR EACH TROOP/PATROL OR CREW IS NEEDED.**

**PLEASE LIMIT SONGS AND SKITS TO NO MORE THAN 5-MINUTES.**

**TROOP: \_\_\_\_\_ PATROL: \_\_\_\_\_**

**TITLE OF SONG OR SKIT: \_\_\_\_\_**

**PATROL LEADER'S NAME: \_\_\_\_\_**

**SCOUTMASTER NAME: \_\_\_\_\_**

**PLEASE GIVE A SHORT DESCRIPTION OF THE SONG OR SKIT:**

**APPROVED BY: \_\_\_\_\_  
(ZOMBIE APOCALYPSE STAFF MEMBER)**

**CLEAN UP DUTY / CHECK OUT FORM**

**TROOP:\_\_\_\_\_**

**CAMPSITE CLEANUP DONE? YES? No? CHECK BY: \_\_\_\_\_**

**CAMP GROUNDS CLEAN UP: \_\_\_\_**

**CHECK BY: \_\_\_\_\_**

**DID YOU REMEMBER TO FILL OUT THE EVALUATION FORM?**

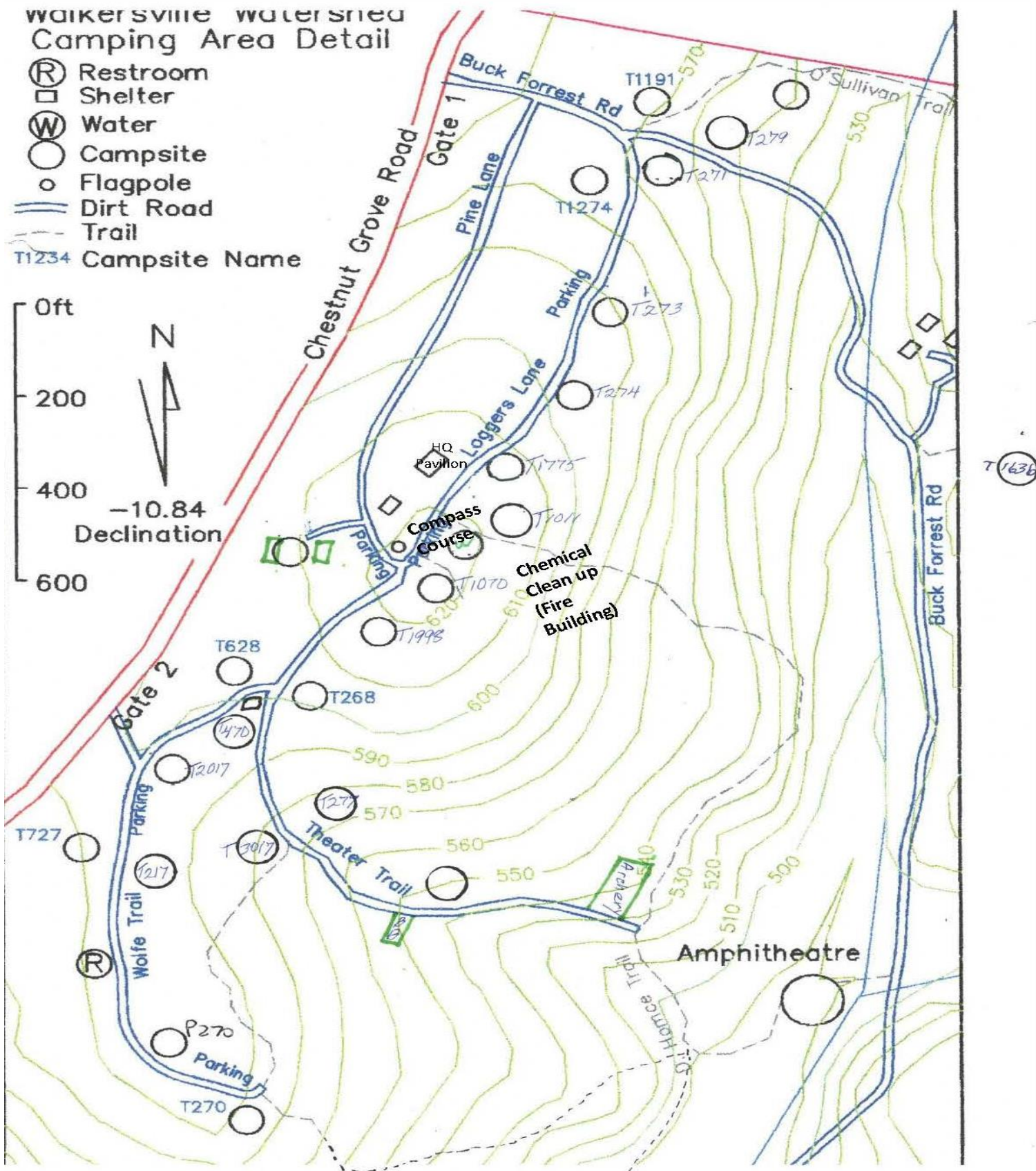
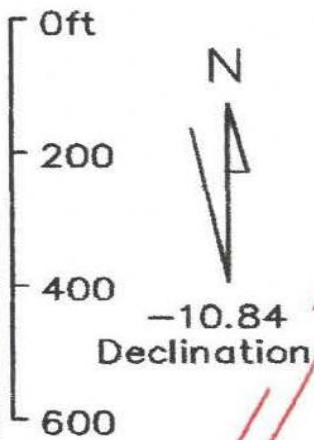
**DID YOU PICK UP YOUR PATCHES?**

**DO YOU STILL HAVE EVERYONE?**



WALKERSVILLE WATERSHED  
Camping Area Detail

- R Restroom
- Shelter
- W Water
- Campsite
- Flagpole
- Dirt Road
- Trail
- T1234 Campsite Name



T1636