

**Georgia Carolina Council**  
**Zombie Apocalypse Camporee**



**Tactical Operation / (Leader's)**  
**Survival Guide**

Please note that as we get closer to the event this guide may change. We will update it as our circumstances and program evolve. Please check the website regularly to make sure that you are up to date and prepared for the survival event.

**October 11th-13th, 2019 | Knox Scout Reservation**

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## **INTRODUCTION AND SUMMARY**

The Georgia Carolina Council Zombie Apocalypse Camporee will be held the weekend of Oct 11-13 2019, at Knox Scout Reservation located at 1150 Fred R. Prater Pkwy, Lincolnton, GA 30817. The Camporee will be open to all Scouts BSA Troops, Venture Crews, Sea Scout Ships, and Explorer Posts. The Camping will be held at Yamasee and Dyess campsites with the Camporee Headquarters being located at the Administration building.

Our Camporee is a Zombie Apocalypse Survival Training event and will feature emergency preparedness and survival skill training and activities. The Zombie Apocalypse Survival Staff have developed an exciting and challenging series of scenarios 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.

Be on the lookout throughout the Tactical Operations Survival (Leader's) Guide for hints regarding Bonus Points Options.

## **HIGH-LEVEL SCHEDULE:**

Friday, October 11th:

5:30 PM Troops start to arrive.  
8:30 PM SM/SPL Orientation  
9:00 PM Evening Troop Event

Saturday, October 12th:

8:30 AM Opening Flag and Morning Announcements  
9:00 AM Morning Event Stations  
12:00 PM Lunch (On your own)  
1:00 PM Afternoon Event stations  
5:15 PM Closing Flag and Evening Announcements  
5:30 PM Dinner  
8:30 PM Campfire

Sunday, October 13th:

8:00 AM Morning Announcements and Clean Up Duties  
8:30 AM Interfaith Worship Service  
9:00 AM Awards  
10:00 AM Check Out

## **POINTS OF CONTACT:**

Chief Zombie Hunter:	Chris Bennett	(706)951-2507	<a href="mailto:eaglescout81@comcast.net">eaglescout81@comcast.net</a>
Director Zombie Response Team:	Scott Preusser	(801)870-3785	<a href="mailto:slpreusser@gmail.com">slpreusser@gmail.com</a>
Zombie Fodder:	Travis Herron	(706)305-5093	<a href="mailto:travis.k.herron@gmail.com">travis.k.herron@gmail.com</a>

## **REGISTRATION**

**Patches:** Every 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.

**Rosters:** Every unit needs to fill out a roster form attached. It should include the name of the Scouts and leaders attending and the contact number for each leader attending. Keeping track of your numbers is strongly advised when with the living dead.

**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:** Registration will open for the Zombie Apocalypse Camporee on the Council website via DoubleKnot in July / August.

Units will be rewarded for planning for the event in advance; points will be awarded to units that register early:

>80% of participants registered early	100 points
>50% of participants registered early	50 points

**Venturing:** All Venturing Crews are invited to camp in the Venturing area, which you will be directed to upon arrival.

## **CAMPOREE FEES**

Register by Sunday September 15<sup>th</sup> for the On Time fee. As of September 16<sup>th</sup>, the Late fees apply:

	<u>On Time</u>	<u>Late Registration</u>
All youth participants	\$25	\$35
Adults	\$25	\$35
Event Staff	\$25	\$35

Registration is available \*\*\*Registration closes on October 4<sup>th</sup>\*\*\*

Additional Patches will be available for purchase price is TBD at this time.

## **CHECK-IN PROCEDURES**

Check-in registration begins at 5:00 pm on Friday October 11th at the Administration Building. At check-in, all Troops must submit a Volunteer Sheet and a finalized Troop Registration and Roster Form. Troops must also present properly completed BSA Medical Form, Parts A&B for every youth and adult attending.

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!

Each unit is asked to provide one or more adult volunteers to act as assistants in program areas. Volunteer Sheet should provide the info requested for each volunteer. Units providing volunteers will receive bonus points towards their event score.

Units will be rewarded for having the forms available and filled out prior to Check-In:

Registration Form	50 points
Patrol Roster Form (one for each patrol)	50 points
Class 1 Physical (for each participant)	50 points
Patrol Score Sheet (one for each patrol)	50 points
Bonus Points Page	200 points
Max score	400 points

## **CHECK-OUT PROCEDURES**

Check-out will begin at 10:00 am on Sunday, October 13th.

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 in the field next to the Athletic Fields. Troop trailers are encouraged due to the strict parking requirements. Participant cars will only be permitted beyond the parking lot to drop off Troop Trailers.

## **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.
- No one may leave the Camporee site early unless approved by the Scoutmaster. Please have everyone check out at Admin Building before leaving the Camporee area. We need to ensure no one is infected with the (nvTK/H) new variant virus.
- 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.

## **GEORGIA CAROLINA COUNCIL - ZOMBIE APOCALYPSE - 2019**

- 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.

## **HELPFUL INFORMATION**

- Pack APPROPRIATELY. Vehicles are not permitted beyond the parking lot.
- Water will be available at all stations and at the campsites. Bring your water containers/water bottles.
- Latrines and Porta Johns are located around the camp and near several of the activity areas.
- Cell signal is available in the camp provided you have a good carrier.
- Complete the unit registration form and submit the appropriate fees at the Council Office or at the Camporee Admin during check in.
- Complete a patrol roster for each participating patrol. Reproduce as required.

## **ZOMBIE GUIDE!**

What are Zombies? There are four basic types of Zombies: Medical (Chemical / Biological), Magical / Religious, Radioactive, and Parasitic. The most common are Medical (chemical and biological). In our case Medical Zombies are (nearly dear) departed folks, who died of the mutated cross-gene virus known as (nvTK/H) or the H / TK New variant.

The nature of a Zombie: It has been determined that the source of the motivation to feed on living flesh is the zombified brain. Or to be precise, the brain stem. Where did the virus come from? An article dated February 1, 2014 suggests Germany was accused of arrogance over its failure to implement measures to stop the spread of mad cow disease and it is believed the first human victim was infected there. The new variant Tarde Karurosis disease (nvTK) mutated along with the bird flu uniquely associated with Herons (H) to form the new virus now confirmed to infect humans. It is at epidemic proportions in the European Union and the United Kingdom. Canada confirmed an outbreak however the FBI and other agencies kept the North American Zombie threat a secret while creating a special task force to combat the Zombie threat before it came to the U.S.

In 2016 the first case of nvTK/H virus appeared in Baltimore, Maryland. The victim was Ed Poe who had reportedly been conducting research on ravens. He was treated by Dr Daniel Marshall at the Sewell Infectious Disease clinic, a paragon in the infectious disease community and regrettably, he was misdiagnosed. He reported to the clinic on June 12th, and sat down on a chair. Researcher Jakob Zimmerman stated that he slumped over and fell asleep. In reality, Mr Poe died and thirty minutes later he reanimated and began to try and eat the researcher. Ironically, Mr Poe was known for writing stories with unusual sub-text and hidden meanings. It is thought that individuals suffering from a mild cases of the nvTK/H virus have also been known to initiate sub-text and hidden meanings in their messages as well. In 2018, cases of the nvTK/H virus began appearing near Augusta, GA. It has been reported that there is a connection between virus researcher Jakob Zimmerman and an Augusta local named Alihs Zimmerman. The latter Zimmerman is reported to be a disgruntled biologist in the Augusta area whose notoriety stems from her book "615 Ways to Fix a Boy and 1615 Ways to Fix a Girl". She is reported to wander off on her own in the woods near the Robert E. Knox Scout Reservation near Lincolnton, GA.

In 2019, the U.S. Center for Disease Control (CD) in Atlanta created a special containment lab identified as the Controlled Health Research Investigation Service (CHRIS) at the Savannah River National Laboratory near Jackson, South Carolina. The purpose of the CHRIS in order to study the effects of the nvTK/H virus on mammals. Jackson, SC is about 60 miles southeast of Knox Scout Reservation. Further updates can be found at the following website: <https://www.facebook.com/pg/Zombie-Apocalypse-Georgia-Carolina-Council-BSA-841049029591327>



## SCOUTMASTER GUIDANCE

- ✦ The Camporee will not be called off because of weather.
- ✦ Campsites will be assigned based on 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 is from 5:30-8:30 PM at the Administration building. Please be prepared to show binder with medical forms for your unit at check-in. Unit Leaders will keep possession of medical forms. Early departure must be declared at registration.
- ✦ Scoutmaster and SPL meetings: Friday 8:30PM at the Administration building. Event Judges will have a meeting at the Sewell Center at 9:00PM.
- ✦ **ALL** Vehicles must be parked in lots designated by the Camp Ranger. The Camporee Chairman & Camp Ranger must approve exceptions to this policy **BEFORE** unit check-in (Troop Trailers will be allowed in campsites).
- ✦ Only one vehicle per troop is allowed to go to the campsite to drop gear. Vehicle passes will be provided. **No vehicles can go to the campsite once the camporee starts.**
- ✦ 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 committee will judge campsites. While an adult from the Troop is not required to be there it is encouraged that one be in camp.
- ✦ Patrols must have a patrol score sheet in order to participate in patrol competitions and must compete in all events for Presidential award consideration.
- ✦ Judges running the events will strictly adhere to the rules contained in this guide. The Camporee Chairman will be the final authority on any disputes. The Camporee committee reserves the right to alter competition events depending on weather conditions. All score sheets must be turned in to the Camporee Chairman before supper Saturday evening.
- ✦ Units are responsible for removing all the trash from the campsites and event areas. Leave the camp better than we found it.

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If you turn this page in during check in each patrol in your unit will receive 200 points.







## 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 8:30PM at the Administration building.
- ✦ Each unit is asked to provide 1 or 2 adults to assist in judging of patrol competition. Judge meeting Friday 9:00PM at the Sewell Center.
- ✦ BSA Field uniforms are required for the campfire, scouts own service, and closing ceremony. 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 will be carried by all patrols at all times except during the judging period. They will not be required to be in camp for Campsite Inspection. Troop Flags are required for the opening and closing ceremonies, along with campsite judging.
- ✦ Campsite judging will begin in conjunction with the patrol competitions. Ensure that all vehicles are removed from your campsite. (The Camporee Chairman & Camp Ranger must approve exceptions to this policy during before check-in) **Troops' will be penalized in Campsite Competition for non-authorized vehicles in the troop campsite; This penalty does not apply to trailers.**
- ✦ If a Dutch oven is used for cooking, it may be done in your campsite. However, it must 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 available: Presidential, Campsite, top three patrols per event, top three overall patrols, dessert contest and participation ribbons will be given.



## PATROL LEADER GUIDANCE

- ✦ 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 prohibited. If units have trouble making a full patrol contact the chairman and we will do our best to combine you with another unit.
- ✦ Patrols will receive points for completing each event. The top three patrols in each event will be awarded the appropriate ribbon. The patrol with the overall highest score will receive the coveted Presidential Award and reign as the Kiokee Honor Patrol until the next camporee. In order to be considered for the Presidential Award, the patrol must participate in all events.
- ✦ Each event judge will strictly adhere to the rules described in this guide. If there is a dispute, disagreement, or point of clarification, contact the Camporee Chairman BEFORE you participate in the event. The Camporee Chairman will make the final decision or interpretation as appropriate.
- ✦ Patrol Flags will be carried by all patrols at all times except during the judging period. Class “B” should be worn during patrol competitions.
- ✦ Some events require the patrol to bring equipment. If the patrol does not bring the needed equipment, the event judge can provide the needed equipment for a point deduction.

## CAMPOREE SCHEDULE

### FRIDAY

4:30pm	CDC Containment Personnel Arrival (Staff)	Staff Camp Site
5:30pm	Registration Begins	Admin Building
8:30pm	Leaders Meeting (Adult Leaders and Senior Patrol Leaders)	Admin Building
9:00pm	Judges Meeting	Admin Building
9:00pm - 10:00pm	Zombie Eyes (Night Land Navigation) [Bonus Event]	TBD
11:00pm	Lights Out	

### SATURDAY

7:00am	Reveille	
8:00am	Assemble for Flag Raising *Turn in Skit and Song sheets. *Turn in Zombie related items *Safety Briefing	Sewell Center
9:00am	Start Patrol Competition	Camp Wide
12:00pm	Lunch / Prepare for Campsite Inspection	
1:00pm	Resume Patrol Competition *Campsite Inspection	Camp Wide
5:15pm	Closing Flag Ceremony / Evening Announcements	Sewell Center
6:30pm	Supper	Troop Camp Site
7:30pm	Turn in Desserts for Judging	Admin Building
8:30 – 10 Pm	Campfire	Amphitheater
10:00pm – 11:00pm	Staff Meeting	Admin Building
11:00pm	Lights Out	Camp Wide

### SUNDAY

7:00am	Reveille - Rise and Shine and Breakfast	Troop Camp Site
8:30 am	Scouts Own Interfaith Worship Service	Amphitheater
9:00 am	Morning Assembly and Announcement	Amphitheater
10:00 am	Clean Up Duties and Check Out	Camp Wide
11:00 am	Quarantine Area for Zombies (EVERYONE OUT!)	Not Camp!

## CONCEPT -

The Zombie Apocalypse Virus has infected camp Knox. Scouts and leaders at camp have become exposed and the rest must use their Scouting Skills to survive and prove that they are “Tougher than Scouts BSA Zombies!” Unique skill sets (conveniently identified and associated with merit badges) have been identified to help Scouts survive the Zombie Apocalypse. Scouts will work together in Patrols to locate the cure to the virus.

## OVER ALL SCORING -

The Scouts must complete a series of challenges in order to earn points while avoiding ‘contact’ with the Zombies and to collect anti-Zombie Medallions which helps the Scouts turn the Zombies away. Additionally, as the patrol completes each competitions they will receive another clue as to where the zombie cure is located. The more points the Scouts earn in the events and the more Life Strips and Zombie Medallions they keep the better.

The Zombies are trying to stop the Scouts at every turn; the Zombies collect one of the Life Strips, **LS**, from the Scouts they touch or the Zombies Medallions, **ZM**, from the Scouts’ Patrol.

Awards to the Top Scout Patrol & Top Zombie Patrol. Combined average score from each troops’ Scout and Zombie patrols will be used to determine the overall winner.

Determining which troop members are Zombies and which ones are not infected by the ‘Virus’.

A. Scouts cannot Run from or physically touch the Zombies. If the Zombie touches the Scout he must give the Zombie one of his **LSs** or the Patrol may use one of their **ZMs** to turn the Zombie back (**ZMs** are held up to be shown to the Zombie then put on the ground in front of the Zombie, the Zombie picks up the **ZM** and turns back to where it came from. If a Scout Patrol finds Zombie Idol they are immune from Zombie attacks.

B. Zombies are to move slowly, limping, dragging their feet, and stumbling, etc. Zombies are not to grab, hold, or restrain Scouts in anyway. When a Zombie touches a Scout that Scout must give-up one of his Life-Strips or as the Zombie approaches; if the Patrol decides to use one of its **ZMs** the Zombie must stop when it sees the **ZM** once the **ZM** is placed on the ground the Zombie’s only objective is to pick-up the **ZM** and return to where he came from.

## FRIDAY EVENTS

### Zombie Eyes (Compass Course at night)

This event is run on Friday night after units check-in (patrols can earn additional LSs & ZM's) Glowing Zombie Eye Balls have been stuck to trees all over the Camp. Patrols must show they have no fear of the dark and have expert orienteering skills to complete the course and find out the Zombie secrets. Watch out for that..... tree.



**Concept:** Scouts complete 6-8 orienteering way- points at night.

**Scoring:** Points for Zombie Eyes will be based off the following:

- Patrol earns one (1) Zombie Medallion for participating
- Patrol earns one (1) Life Strip for each correct point
- Patrol earns six(6) additional Life Strips or two (2) additional Zombie Medallions for completing course without any errors.

## SATURDAY EVENTS

### The Living vs. The Walking Dead Disc Golf (Frizzy Zombies or Frisbees)

The Zombies have taken over the Disc Golf Course. The Scouts must shoot past the Zombies in order to score points. Zombie walks slowly in front of the goal to block it.



**Concept:** Scouts get 5 shots (discs) at the goal to score and/or to disable the Zombie.

**Scoring:** Points for Disc Golf are based on the following:

- Each goal is worth 5 points.
- 0 points - Hit the Zombie in the Head the Zombie is dead and lies down.
- 2 points – Hit a limb (arm or leg) that limb can no long be used.
- 3 points – Hit to the body the Zombie moves 5 feet closer to the Scouts and can move faster. (Body shots make the Zombie angrier).
- **Max Points** – 25
- +1 Zombie Medallion for Maxing Score

### Zombie Trap (Knot tying)

Zombies are not real bright; they can be trapped if the patrol can tie a series of knots to make a circle of rope to keep the Zombies contained.

**Concept:** Scouts will have to tie knots to keep the Zombie trapped inside the containment field.



**Scoring:** Points for Zombie Trap are based on the following:

- 10 points for each knot tied correctly
- 50 points for the Zombie not escaping

### ***Zombie Soup*** (fire building)

---

Scouts must build a fire, without using matches, and boil a cup of water before the Zombie horde reaches their 'camp site'.



**Concept:** Each patrol is given a foot-long piece of 2x4 wood. With the wood, the patrol will make kindling, shavings, etc. needed for a fire. The patrol may modify the wood to whatever shapes or pieces they desire (shavings, chopsticks, fuzz sticks) limited to what they can make with a small hatchet (provided) and their Scouts BSA appropriate pocket knife. (Note the scouts using a knives and the hatchet must have their totin' chip.) Each patrol has five minutes to prepare the fuel provided and to plan the fire-building strategy. Each patrol will have five minutes to lay the fire with the materials provided. After the fire is laid, the patrol will begin to light the fire. Time starts at the initial spark and time is called when either the fire boils the water, the fire goes out, or the fire isn't started and the Zombies have overrun the campsite.

**Scoring:** Points for Zombie Soup based on the following:

- 5 points for participation
- 5 points for starting a fire
- 5 points boiling water before Zombies reach 'campsite'
- 15, 10, 5 points for top three best times
- Scouts can use Zombie Medallions to turn back Zombie Hoard

### ***Zombie Obstacle Course*** (first aid/stretcher race)

---

One patrol member was attacked by a Zombie horde. He will be alright if his patrol mates can get him to some help quick enough; only problem they have to get through the obstacle course that's been overrun by Zombies.



**Concept:** Provide basic first aid for one of your patrol members and then get them through the obstacle course.

**Scoring:** Scoring for the Zombie Obstacle Course based on the following:

- 5 points for participation
- 5 points for each correctly treated injury; 1 minute penalty for incorrect treatment
- 5 points for completing course without being 'attacked' by Zombies
- 15, 10, 5 points for top three best times

### ***'Pig Stick-in' a Zombie*** (Totin' Chip Skills / Spear Throwing)

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BP's favorite sport, modernize to deal with the Zombie Apocalypse. Patrol members must work together to make a spear with which to prove their Zombie hunting skills.



**Concept:** A staff will be provided for each patrol on Friday night at the SPL/SM meeting. Each patrol will fashion / transform / decorate their staff in to a spear. Each patrol member will take turns throwing the spear at the target.

**Scoring:** Scoring for Pig Stick in a Zombie based on the following:

- 5 points for participation
- 10 points for hitting target
- 15 points for spear staying in target
- 20 points for hitting head
- 25 points for staying in the head
- -5 point for each totin' chip safety rule infraction

### Zombie Animals (Archery)

The Zombie virus has infected the animal around Camp Knox. Scouts must show their Archery skills by shooting the killer zombie fish to gain additional ZM's and LS



**Concept:** Scouts will have the opportunity to shoot multiple Zombie animals in a 3D archery setting. You can tell the Zombie animals by looking at their eyes.

**Scoring:** Points for Zombie Animals are based on the following:

- 50 points if each Scout in the patrol participates
- 10 points for each Zombie animal hit
- 5 points for each non-Zombie animal hit
- 100 points if each Scout in the patrol hits one animal

### Zombie Rifles (Rifle Range Event)

Zombies are all about the “brains”. This is an opportunity to blast and splatter a few brains.



**Concept:** Scouts will get 5-10 shots to shoot multiple Zombie brains. Scouts will shoot at the target and watch the brains fly!

**Scoring:** Points for Zombie Rifles are based on the following:

- 50 points if each Scout in the patrol participates
- 10 points for each Zombie brain exploded
- 5 points for each Zombie brain hit
- 100 points if each Scout in the patrol explodes a brain

### “Hawkin” for Zombies (Tomahawk Throw)

Everyone knows that cracking their skull is the only way to stop a Zombie! Scouts must show their skills as Zombie Killers by breaking the Skull Targets with a Tomahawk



**Concept:** Scouts will get 5 throws to hit Zombie brains. Scouts will throw the tomahawk and watch the brains fly!

**Scoring:** Points for Hawkin for Zombies are based on the following:

- 50 points if each Scout in the patrol participates
- 10 points for each Zombie brain exploded
- 5 points for each Zombie brain hit
- 100 points if each Scout in the patrol explodes a brain

### Zombie A-Frame (Pioneering Event)

Sometimes Zombies leave a mess everywhere and infect certain areas with their filth. If you can stay off the ground then you can make it.



**Concept:** Each patrol will need to construct an A-Frame. Then using 4 ropes the patrol must work together to get one member on the A-Frame across the infected area.

**Scoring:** Points for Zombie A-Frame are based on the following:

- 100 points for successfully getting one scout across the infected area
- 10 points for each knot tied correctly on the A-Frame

### **Zombie Island** (Canoe/Kayak & Geo-caching)

Somewhere at Camp Knox is an island that is completely infested with Zombies. Which is really ironic, because the cure for the virus is located on the island. Put the clues together to discover not only the island location but the location of the cure on the island.



**Concept:** The patrol must use the clues received at all the other events and decipher the code to locate the island and their cure on the island. Scouts will have to use their Kayaking & Canoeing skills to get past a flotilla of Zombies and onto the Island to find the Zombie cure that is hidden there. Scouts are encouraged to bring GPS devices or have a GPS enabled device (ie an app on their cell phone). Once the cure is received, Scouts must get back to shore and follow the directions to get the cure in to the right hands.

**Scoring:** Points for Zombie Island are based on the following:

- 150 points for getting the correct cure back to safety
- - 50 points for getting the wrong cure back to safety

### **Best Zombie and Zombie Hunter Costume Contest** (Scout Appropriate)

Individual Event; final judging during Saturday Campfire

**Concept:** Best Zombie or Zombie Hunter costume wins! Real zombies need not apply!

**Scoring:** Points for Zombie Costume Contest are based on the following:

- 15, 10, 5 points for top three best costumes in each division

### **Campfire** (Saturday Night Entertainment)

Campfires are the time for sharing the camaraderie of the World Brotherhood of Scouting after a long day of healthy competition.

**Concept:** Each Patrol is encouraged to participate in this activity and share their favorite skit or song with their fellow scouts. Participating patrols will receive 200 points for performing a skit or song during the Saturday Evening campfire. All skits and songs must be approved by the Master of Ceremonies prior to 1:30.

**Scoring:** Scoring for the Campfire is based on the following:

- Each patrol whose youth members present a skit or song at the campfire will receive 200 points.

### **Banner Judging** (Patrol Flags)

Everywhere we go, people want to know, who we are, so we tell them, we are Scouts. If you are creating a new patrol for the camporee why not show your creative side and create a new patrol flag.

**Concept:** Patrols will carry their flag to all activities. They are to be presented after the last event. Flags that cannot be identified will not be judged.

**Scoring:** Patrol Flag will be scored on the following:

- Unit # / Patrol Name – 5 points
- Participation – 5 points
- Attached to flag pole – 4 points
- Originality – 2 to 8 points
- Complexity – 2 to 8 points
- **Max Points:** 30





### ***Dessert Cook Off*** (Cooking)

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We all know Zombies like to eat brains and Scouts like to eat desserts. So if the Patrol is still alive at the end of the day on Saturday why not make a nice dessert to reward yourself. And as long as your are making dessert why not get judged for it as well.



**Concept:** Fire ring containment w/water buckets for cooking or elevated area. **All entries MUST be prepared, cooked, and presented by patrol members without the assistance of Adults. Adult participation in any part of the cook-off will disqualify the entry.** Ingredients may not be precooked or prepared for cooking prior to the beginning of the cook-off. All preparation must take place at the campsite on Saturday. All items to be judged must be brought to the judging area at Admin. building in the containers provided during campsite inspection. Judge's Form completed with - NAME OF DISH / UNIT # / PATROL. Entries will be judged between 7:00PM and 7:15 PM on Saturday. *Points will be deducted for not following directions.*

**Scoring:** Entries will be judged on the following:

- Aroma, Appearance and Presentation
- Consistency and composition (Lumps, Watery, Burns)
- Taste
- Innovation or Degree of Difficulty
- Overall Appeal
- **Minimum Score:** 50 points (If entry is submitted)
- **Maximum Score:** 200 points

### ***Scout Spirit*** (Scouting Is FUN!)

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Scout Spirit is not to be confused with ghosts, because that is an entirely different council event (Spookaree). Much like the Zombie virus Scout Spirit is contagious. The more Scout Spirit that is shown then the more Scout Spirit grows.



**Concept:** Scout Spirit is the ability to maintain an outgoing and cheerful spirit at all times. Scout Spirit should not be confused with noise.

**Scoring:** Scout Spirit will be scored on the following.

- 0-2 points for Patrol yell (unsolicited)
- 0-2 points for Patrol spirit. (Acting as a group of one not one of a group)
- 0-2 points for Uniform (A, B, or Theme costume). Must be entire patrol
- 0-2 points for Patrol leadership. (Does the PL take charge and direct & does he make use of his resources)
- 0-2 points for demonstrating sportsmanship or teamwork depending on the activity.

## CAMPSITE PROTOCOL

**Patrol Rotation:** Schedules will be provided at the Leaders' Meeting on Friday Night or at Check-In.

**Off Limit Areas:** The staff has only been able to quarantine certain areas so they may be zombie free. These areas include the campsites and activity areas. The Staff is more than happy to let the scouts have their freedom minded there are zombies. The staff has asked you not to go into other Troops' campsites. Thank you.

**Leaving the Grounds:** No Scout will be allowed to leave the Zombie Apocalypse Camporee without first notifying their Scoutmaster/ Unit adult Leader and the Zombie Apocalypse Camporee Administration Staff.

**Cooking:** Liquid fuel and compressed gas stoves may be used in accordance with B.S.A policy. Scoutmasters are responsible for storage of liquid fuel in the campsite area. Charcoal may also be used, but you need to bring your own.

**Unit Leadership:** The Scoutmaster is the on-site leader responsible for the unit. If for any reason the Scoutmaster must leave the Zombie Apocalypse Camporee, a replacement must be found and the Zombie Apocalypse Camporee Administration Staff notified of the change.

**Camp Setup:** Troop cooking is in effect. Troops must bring their own camping and cooking gear. Troops will be prepared to eat all meals at their campsite. Troops will have limited wooded cover at their campsites, but the activity area is an open field. Please plan accordingly to ensure that your Scouts are protected from the sun and rain.

**Uniform:** The Scout uniform is designed for outdoor wear and will be the uniform of the Zombie Apocalypse Camporee. Scouts are encouraged to dress up as a patrol as either zombies or zombie hunters. If a scout does not dress up they should wear their Class B uniform (scout tee shirt). If Class B uniform is not available, a solid colored tee shirt with no logo or message on it may be worn. If an inappropriate tee shirt is worn, the scout will have to put their Field uniform shirt back on. BE PREPARED for rain and potentially chilly evenings. The Field (or Class "A") uniform will be worn for all events on Sunday.

**First Aid:** Troops are responsible for initial first aid for their Scouts. If the injury requires more than a band aid, bring the scout to the first aid station immediately. The first aid station is co-located at the administration building. Refer to the Emergency Plan at the end of this guide for more information on handling injuries. Zombie bites should be brought to the First Aid Station immediately.

**Restroom Facilities:** There will be restrooms located at the campsites. They should have toilet paper and soap so Troops should plan accordingly. Troops are responsible for maintaining the cleanliness of these facilities. There will also be a restroom located at the admin building as well as various porta-pottys throughout camp.

**Waste Disposal:** Do not burn or bury any trash. You pack it in; you pack it out. The dumpster is located behind the Sewell Center. Observe Leave No Trace principles!

**Water:** Water will be available for food preparations and will be located in the pavilions as well as the different events.

**Troop Duties:** Each troop will be responsible for maintaining the 11th point of the Scout Law, A Scout is Clean. If you notice trash on the ground pick it up, clean up after yourself, **MAKE BADEN POWELL PROUD!!!!** Also, each Troop will be assigned an area to help clean in addition to their campsite.

**Motor Vehicles and Trailers:** A troop trailer will be allowed to remain in the troop campsite throughout the weekend. No vehicles will be allowed to remain in the campsite. One Vehicle per troop will be allowed to drive back to the campsite to drop off gear and/or the troop trailer. No other vehicles will be allowed back to the campsites. There will be no vehicles driving back to the campsite while camp is in progress. That means that all troop trailers must be dropped off at the campsite before 8:30 p.m. October 11<sup>th</sup> and cannot be picked up until 10:00a.m. on October 13<sup>th</sup>.

## **SAFE SCOUTING**

As in all Scout outings, Safe Scouting regulations are in effect for all participating units and people. The BSA Guide to Safe Scouting is the authoritative source for all safety-related questions. Several aspects of Safe Scouting that are particularly relevant to this event are outlined below for emphasis.

Follow the Scout Oath, Law, and Outdoor Code at all times

**Alcohol: Adults:** No alcoholic beverages of any kind will be allowed in any container (especially human). It is against Scout regulations. If alcohol is discovered, you will be told to leave the Apocaree.

**Knife and Axe Safety:** An axe yard shall only be set up in the event they are needed and must be clearly marked. Scouts will carry folding knives only if they have earned the Totin' Chip. Sheath knives are not part of scouting and are not allowed at the Camporee. Leave them at home! The staff will protect enough from the zombies and will show you other weaponless ways to get zombie away from you.

**Fire Safety:** Campfires must be above the ground in containers or in a designated fire ring. Please be especially careful to follow fire safety protocols throughout the event. The presence of so many people in one area increases the potential impact of a fire-related incident.

**Fuel Safety:** Knowledgeable adult supervision must be provided when Scouts are involved in the storage, handling, or lighting of chemical fuels. Flammable liquids, such as gasoline are not permitted for starting any fire.

## LIGHTNING SAFETY AWARENESS

**National Lightning Safety Awareness Week** NOAA's National Weather Service says "When Thunder Roars, Go Indoors!" If you can hear the thunder then you are in the danger zone. Stay inside until 30 minutes after you last hear thunder. If there is a Weather Emergency, the Camporee Staff will determine the action necessary to keep Camporee attendee's safe. All details will be discussed during the SM/SPL Meeting Friday Night.

**What to Do:** Acceptable courses of action when the person hears thunder are to get inside a safe building. A safe building is one that is fully enclosed with a roof, walls and floor, with electrical wiring and plumbing. (safest course of action) or safe vehicle. A safe vehicle is any fully enclosed metal-topped vehicle such as a hard-topped car, minivan, bus, truck, etc. (less safe than a safe building) if one is in the woods, you should take cover in a forest, in a stand of the shorter trees, staying as far as possible from any single tree, if possible. The person should keep his feet together.

***All pavilions and buildings at Knox Scout Reservation are considered shelters.***

**Be Aware** To estimate the distance between you and a lightning flash, you can use the "Flash to Bang" method: If you observe lightning, count the number of seconds until you hear thunder. Divide the number of seconds by five to get the distance in miles. Remember that if you can hear the thunder then you are in the danger zone.

## 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 building) 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.

## TROOP COMPETITION SCORE SHEET

(Score applies to all patrols in unit)

Unit \_\_\_\_\_

Troop Competition	Max Points	Score	Judge Initials
Registration	100		
Camporee Check-In			
Registration Form	50 points		
Patrol Roster Form (one for each patrol)	50 points		
Medical (for each participant)	50 points		
Patrol Score Sheet (one for each patrol)	50 points		
Bonus Points Page	200 points		
Check-In Total	400		
Troop Campsite Inspection	200		
Troop Total Score	700		

## CAMPSITE INSPECTION

### TROOP SCORING 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: \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

\*20 point penalty for each car in the campsite.

### PATROL SCORING SHEET

Patrol: \_\_\_\_\_

Description	Max	Actual
Duty roster posted	20	
Tents: Set up properly (flies, stakes, ground cloth, etc.)	20	
Campsite Clean / Organized (Clean = 10, Neat = 10, Safe = 10)	30	
Menu posted	20	
Improvements / Pioneer gadgets in use	10	
Water / Drink containers stored in a sanitary manner	20	
Food stored properly & protected & Off-the-ground	30	
Cooking equipment/ Utensils/ Area (clean & organized)	30	
Patrol Box (clean & organized)	20	
Dishwashing equipment area - organized and sanitary	20	
Hand washing area - organized and sanitary	10	
Garbage container available, covered and/or off-the-ground and away from cooking area	20	
Total Possible	<b>250</b>	

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

**ZOMBIE APOCALYPSE CAMPOREEE  
REGISTRATION FORM**

UNIT TYPE / NUMBER \_\_\_\_\_

UNIT LEADER \_\_\_\_\_ PHONE# \_\_\_\_\_

ASST UNIT LEADER \_\_\_\_\_ PHONE# \_\_\_\_\_

SENIOR PATROL LEADER \_\_\_\_\_

ASST. SPL \_\_\_\_\_

PATROL NAME(S): \_\_\_\_\_

PATROL NAME(S): \_\_\_\_\_

PATROL NAME(S): \_\_\_\_\_

**REGISTRATION FEES:**

PRE-REGISTRATION – YOUTH \_\_\_\_\_ x \$25 = \_\_\_\_\_

PRE-REGISTRATION – ADULTS \_\_\_\_\_ x \$25 = \_\_\_\_\_

REGISTRATION – YOUTH \_\_\_\_\_ x \$35 = \_\_\_\_\_

REGISTRATION – ADULTS \_\_\_\_\_ x \$35 = \_\_\_\_\_

TOTALS: YOUTH \_\_\_\_\_ ADULTS \_\_\_\_\_

**REGISTRATION FEE INCLUDES: ENTRANCE, CAMP USAGE FEE,  
INSURANCE, PATCH**

SIGNED: \_\_\_\_\_ DATE: \_\_\_\_\_

# 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!**



## DESSERT COOK OFF COMPETITION / 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.

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

NAME OF DISH: \_\_\_\_\_

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

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

PLEASE GIVE A SHORT DESCRIPTION OF THE SONG OR SKIT:

SCORE: ENTRIES WILL BE JUDGED ON THE FOLLOWING:

AROMA, APPEARANCE AND PRESENTATION

CONSISTENCY AND COMPOSITION (LUMPS, WATERY, BURNS)

TASTE

INNOVATION OR DEGREE OF DIFFICULTY

OVERALL APPEAL

TOTAL SCORE:

\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

MINIMUM SCORE: 50 POINTS (IF ENTRY IS SUBMITTED)

MAXIMUM SCORE: 200 POINTS

SCORED BY: \_\_\_\_\_

(ZOMBIE APOCALYPSE STAFF MEMBER)

## 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?**

**DID YOU ESCAPE THE ZOMBIES?**

## 2019 ZOMBIE APOCALYPSE EVALUATION FORM

PICK THREE (3) ACTIVITIES THAT YOU WANT TO SEE AGAIN NEXT YEAR.  
(YOU CAN PICK MORE)

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PICK ONE (1) OR MORE ACTIVITIES THAT YOU THINK SHOULD BE DROPPED  
FROM THE PROGRAM

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IF YOU COULD HAVE CHANGED TWO (2) THINGS ABOUT THE ZOMBIE  
APOCALYPSE (WEATHER DOESN'T COUNT AND NEITHER DO THE ZOMBIES)-

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THIS ZOMBIE APOCALYPSE WOULD HAVE BEEN MUCH EASIER FOR YOUR  
TROOP IF THE STAFF...

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FAVORITE THING ABOUT THE ZOMBIE APOCALYPSE?

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ANY SUGGESTIONS/COMMENTS?

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THANK YOU FOR YOUR FEEDBACK! WE HOPE YOU ENJOYED YOUR TIME AND  
HOPE TO SEE YOU NEXT YEAR! ZOMBIE APOCALYPSE STAFF

## DIRECTIONS TO KNOX SCOUT RESERVATION - CAMP MAP / KEY

1150 Fred R. Prater Parkway Lincolnton, GA 30817

### From Aiken and Columbia SC - and Augusta GA

1. Travel West on I-20. In Georgia take Exit 183, (Appling, US 221)
2. Turn right at the top of the off-ramp onto US 221 North / GA 47 West for 3.6 miles. Continue onto Ray Owens Rd. for another 8.6 miles.
3. Turn left onto GA 47 West / Washington Road. Continue for 5 miles. You will pass Pointes West Recreation Area on your right, cross the Little River Bridge and cross over Clarks Hill Lake.
4. Turn right onto Ashmore-Barden Road until it ends – 3 miles.
5. Turn right onto Double Branches Rd and travel 1.3 miles (pass the golf course). The road curves to right. Look for green Knox Scout Reservation Sign on right side of the road.
6. Turn left onto Poland Road. Travel 0.7 miles.
7. Turn right at Fred R. Prater Parkway
8. Stay on main paved road into camp. Follow the signs.

### From Evans GA

1. Take GA-47 / Washington Road. Continue for about 21 miles. You will pass Pointes West Recreation Area on your right, cross the Little River Bridge and cross over Clarks Hill Lake.
2. Turn right onto Ashmore-Barden Road until it ends – 3 miles.
3. Turn right onto Double Branches Rd and travel 1.3 miles (pass the golf course). The road curves to right. Look for green Knox Scout Reservation Sign on right side of the road.
4. Turn left onto Poland Road. Travel 0.7 miles.
5. Turn right at Fred R. Prater Parkway
6. Stay on main paved road into camp. Follow the signs.



