



SCOUTING AMERICA VS. THE ZOMBIE APOCALYPSE

CAMP MATTATUCK • PATROL FIELD GUIDE

DR. ZONES NEEDS YOU. THE HORDE IS COMING.

THE BRIEFING

Dr. Zones has been investigating the wilderness at Camp Mattatuck Scout Reservation. Rumors of a Zombie Horde have been spreading, with some claiming the cause is strange water sourced from LOST LAKE. There is even a rumor of a giant zombie bear.

The Western District of Connecticut Rivers Council, led by Dr. Zones, is recruiting Scout patrols to prepare for the coming apocalypse. Patrols will navigate the area around Lake Kenosha and rotate through nine challenge stations. Train, solve problems, demonstrate Scout skills, and prove your patrol is ready to face the zombie hordes.

MISSION OBJECTIVE: Train. Travel. Solve. Survive.

BEFORE YOU ARRIVE

Every patrol should prepare before arrival. Your patrol must create a Zombie O'Lantern mascot at home, give it a name, write a short creation story, and develop a way to carry it. The mascot travels with the patrol to every station. Scouts, patrols, and adults are also strongly encouraged to dress as heroes or zombies.

The last challenges of the day are culinary: patrols may submit a Zombie-themed dinner, with enough for 3–5 tastings per item. Adults may compete for the highly desired Best Zombie Themed Dessert award.

TRADING POST

DAY	HOURS
FRIDAY	5:00–8:30 PM
SATURDAY	9:00 AM–4:00 PM
SUNDAY	8:00–10:00 AM

THE WEEKEND: OPERATION TIMELINE

Keep this page handy. The source program schedule is organized by Friday arrival, Saturday challenges, and Sunday checkout.

DAY	TIME	MISSION
FRIDAY	5:00–7:00 PM	Arrival. Troops request campsites in advance. Camporee Field or lower COPE Field campsites are pre-assigned.
	8:00 PM	SPL Meeting
	8:45 PM	Cracker Barrel
	9:30 PM	Prayer Bell
	10:00 PM	Taps / Quiet
SATURDAY	7:00 AM	Reveille / Breakfast / Cleanup. No noise before 7:00 AM.
	8:30 AM	Opening ceremony at Parade Field. Bring day packs, lunch, water, etc. Costumes encouraged. Safety moment.
	9:00 AM	Station challenges begin. Station schedules distributed.
	12:00 PM	Cold lunch. Program pauses for 30 minutes unless a patrol is already participating.
	2:00 PM	Program concludes.
	3:00 PM	Costume judging in amphitheater: Scariest, Funniest, Most Creative, and Patrol best representing the Zombie or Hero theme.
	4:00 PM	Senior Patrol Leader meeting to plan campfire.
	6:15 PM	Dinner meal plate delivered to 49ers Cabin for judges.
	6:30 PM	Adult desserts delivered.
	7:00 PM	All-faith services. Catholic service in the Chapel; all-faith service in the Amphitheater. Full uniform.
	8:00 PM	Campfire, awards, and closing ceremony in Amphitheater. Class A uniform required.
	9:00 PM	OA Cracker Barrel / Ice Cream Gathering. Class A uniform and OA sash required.
	9:30 PM	Prayer Bell
	10:00 PM	Taps / Quiet
SUNDAY	7:00 AM	Reveille / Breakfast / Cleanup. No noise before 7:00 AM.
	8:00 AM	Troops pack up, make a pack line, police the campsite, and check out with staff.
	9:00 AM	Troops depart.
	10:00 AM	All troops gone.

SURVIVAL PROTOCOL

Rules of Engagement

- Behavior must respect the ideals of Scouting. Look to the Scout Oath, Law, Motto, and Outdoor Code for guidance.
- A Scout is Reverent. Scouts are strongly encouraged to attend the Scout's Own / all-faith service. Attendees should be in full Class A uniform.
- Class A uniform is required for the Campfire. OA sashes are encouraged.
- Closed-toe footwear is required at all times. Boots or sneakers are recommended. Crocs are permitted only in the campsite and must be in sport mode.
- Fires are permitted only in established fire rings or a metal fire pit that sits off the ground. Get Camporee staff approval first. Camporee Field fire areas must be shared.
- No horseplay.
- No swimming.
- No electronics may be used to help or assist at stations. Automatic zero for the station if caught. All information is provided in advance. Phones may be used for GPS at Station 7 only.
- All Guide to Safe Scouting safety rules apply.
- A GPS app should be installed on the Patrol Leader's and Assistant Patrol Leader's phone. Gaia is recommended in the source material.
- Patrol and troop gear must be carried to your assigned campsite.
- Troops are responsible for having their own medical forms on hand and in good order.
- Pack gear and police your campsite before checking out.
- Call up to 49ers Cabin for a site inspection and troop checkout before leaving Sunday morning. Ray Zawislak: 860-921-8593.
- Costumes must not limit the wearer's vision.
- Have fun!

PATROL LOADOUT

- Cold lunch for each Scout in the patrol
- Patrol-sized first-aid kit
- One day pack per Scout
- Pen / pencil per Scout, with backups
- Paper / notepad in a 1-gallon Ziploc bag; extras suggested
- Weather-appropriate clothing and rain gear for each Scout
- One printed Scout Book per patrol
- Compass
- Pocket knife per Scout; minimum of 2 per patrol suggested
- 10 lengths of 12 foot, 1/4- to 1/2-inch diameter Manila rope
- Your own tinder and kindling; no fuel-sized pieces needed
- Box of wooden matches with an on-box striker in good condition
- Old blanket (with parent permission) or 6 × 6 blue tarp for a stretcher/drag
- Two 6-foot poles for stretcher or other uses

GLORY, GUTS & GRUB

Awards

- Rank: Zombie Slayer; Zombie Survivor
- Zombie O'Lantern: Scariest Zombie; Funniest Zombie; Most Creative Zombie; Best Carrying Method
- Costume: Scariest Zombie; Funniest Zombie; Most Creative Zombie; Boldest Hero; Best Zombie Patrol as a Theme; Best Hero Patrol as a Theme
- Cooking: Best Zombie Themed Dinner by a Patrol; Best Zombie Themed Dessert by an Adult Scouter (18+)

COSTUMES

Heroes and Zombies are strongly encouraged. Costumes must be appropriate for ages 11 through 17, must not limit vision, and must follow the footwear safety rules.

THE ZOMBIE-THEMED DINNER

Patrols or any youth ages 11–17 may participate. Create a meal that tastes good, looks Zombie-themed, and demonstrates Scout cooking skills. Components may resemble a brain, eyeball, foot, hand, head, heart, or another zombie part. No actual internal animal organs may be used. The meal should be as close to MyPlate guidelines as possible.

THE ADULT DESSERT

Adults 18+ may compete. Use imagination, creativity, and Scout cooking skills to make a dessert that tastes good and has Zombie-themed components. No actual internal animal organs may be used.

PATROL TRAVEL

- Stay together as a patrol.
- Costumes must be removed if requested for station safety.
- Follow Leave No Trace and the Outdoor Code.
- Your gear is your responsibility, not the staff's or camp's. Mark equipment with patrol name and troop number.
- Keep the Patrol Flag with your patrol during the competition.
- Keep the Zombie O'Lantern with your patrol at every station.
- Adults should NOT accompany or follow patrols; adults should find a station to help with.

STATION 01: ZOMBIE O' LANTERN

CHALLENGE TYPE: Creativity

THE SCENARIO

Every team needs a mascot. Work together as a patrol to create and carve a Zombie face/head from a pumpkin and decide how to carry it. It must be with you at every station. Complete this at home before the Camporee.

Recommended size: about 8" × 8" × 8". Consider weight because the mascot travels with you all day. Give it a name and create a short story explaining its name and origin.

FIELD NOTES

- Have a pumpkin mascot
- Presentation
- Carrying method
- Teamwork in design, carving, naming, and story
- Scout Spirit

REWARDS

Additional awards: Scariest, Funniest, Most Creative, Best Carrying Method.

SCOUT MOTTO: BE PREPARED.



STATION 02: ZOMBIE BLOCKADE

CHALLENGE TYPE: Tripod and Square Lashing

THE SCENARIO

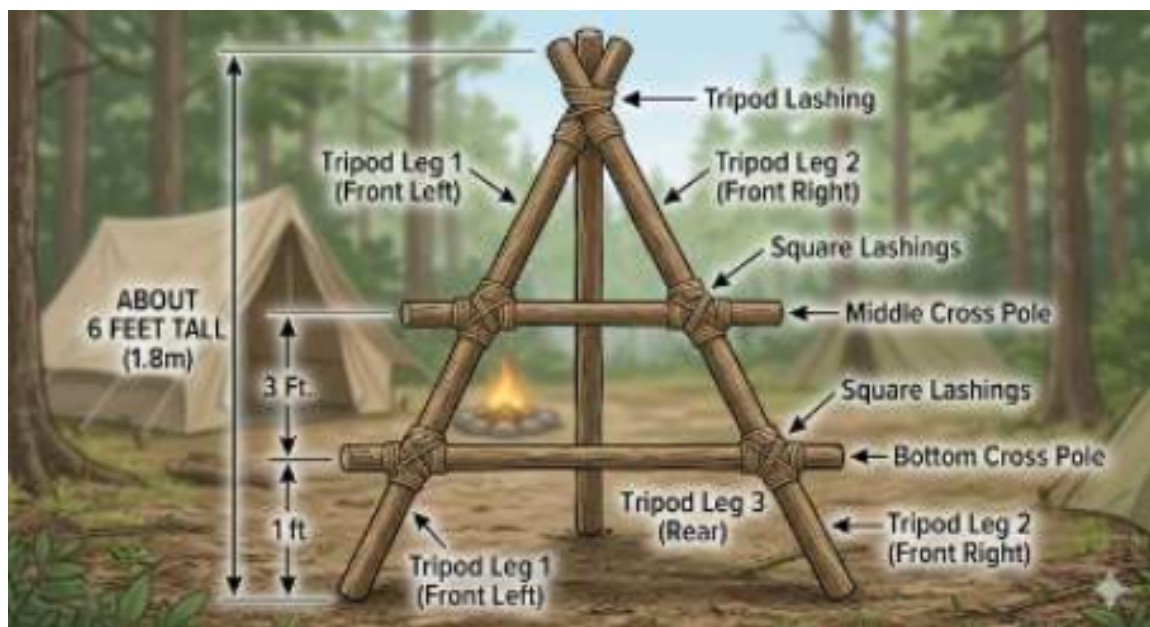
Attacking zombies are on their way. Fortify defenses around Camp Mattatuck by working together to build one sturdy, mobile barricade.

Construct one tripod with two spars across the front poles of the tripod.

FIELD NOTES

- Tripod lashing: [▶ How to Tie a Tripod Lashing with Plain Turns](#)
- Square lashing: <https://www.youtube.com/watch?v=3GVE0EPEc1o>
- Mark 2 / Japanese square lashing: [▶ How to Tie a Mark II Square Lashing](#)

SCOUT MOTTO: BE PREPARED.



STATION 03: ZOMBIE BITE

CHALLENGE TYPE: First Aid

THE SCENARIO

A crazed zombie bear has reportedly been roaming near the property borders. A victim was bitten while fleeing the bear after tripping and injuring a leg.

Patient presentation:

- Large bite wound on the left forearm
- Bite is actively bleeding
- Very unusual bend in the right leg; likely broken
- Pain in both forearm and leg, with the leg worse

Demonstrate appropriate first-aid knowledge and actions. If gloves or washing are required, state when they would be used.

SCOUT MOTTO: BE PREPARED.



STATION 04: ZOMBIE ANTIDOTE

CHALLENGE TYPE: Knots & Teamwork

THE SCENARIO

Dr. Zones believes he has found two compounds that, when mixed, form the zombie antidote. Unfortunately, both are highly toxic to humans. Using knots and teamwork, pick up the liquid component and pour it into the dry component while staying out of the danger area.

If you step into the danger area, you become ill and cannot help your patrol complete the task.

FIELD NOTES

- Hint: Use the middle loop between the overhand knots of the Fisherman's Knot before tightening it to surround the pouring container.
- Fisherman's Knot: [Fisherman's Knot - part of the Scouting knots play list](#)
- Two Half Hitches: [How to Tie a Two Half Hitch Knot](#)

SCOUT MOTTO: BE PREPARED.



Please ignore the physically impossible way these kids are holding the antidote. Thanks ChatGPT

STATION 05: APOCALYPSE SURVIVAL FIRE

CHALLENGE TYPE: Fire Building • 1-Match Fire Lay

THE SCENARIO

In dark times, opportunities to sit, make a fire, relax, or cook may be rare. You have 10 minutes to build a fire lay no more than 12 inches high. The first string marks the height limit.

Use wooden or common paper matches only. Materials must be natural: no accelerants, cotton balls, wax, or lint. Suggested tinder includes birch bark, cedar bark, grapevine bark, thin pine, whittling/shavings, and very thin dry sticks. Use slightly larger sticks or thinly split wood for kindling. No fuel-sized wood should be necessary.

At 10 minutes, stop building. Timing for the burn begins with the first attempt to strike the match.

SCOUT MOTTO: BE PREPARED.



STATION 06: HUMAN RECOVERY & ASSIST

CHALLENGE TYPE: First-Aid Knowledge & Teamwork

THE SCENARIO

In the battle with the zombie hordes, wounded fighters cannot be left behind. Demonstrate the proper use of the following carries and assists: stretcher, blanket drag, four-hand carry, two-hand carry, pack-strap carry, and walking assist.

Use the lightest person in your patrol as the victim. You have 5 minutes to make your plan. Add 1 minute each time you drop your patient or add to their injuries.

FIELD NOTES

- Pack-strap carry / two-hand carry / four-hand carry / build a stretcher: [First Aid Carries](#)
- Blanket drag: [How to Perform an Emergency Blanket Drag | Healthcare Ergonomics Training](#)
- Walking assist:
<https://www.scoutsociety.org/repository/first-aid/moving-an-injured-or-ill-person.html#walking-assist>

SCOUT MOTTO: BE PREPARED.



STATION 07: RESOURCES CACHE

CHALLENGE TYPE: Map & Compass • GPS

THE SCENARIO

In a zombie apocalypse, you need to recognize when supplies are plentiful and hide small caches for harder times. You must also be able to find those supplies again.

Use map and compass skills as well as GPS to locate the cache. The compass may lead to GPS coordinates or to a symbol that can be exchanged for the coordinates. The prize will be individually wrapped energy boosters.

FIELD NOTES

- Orienting a map: [How to Orientate a Map](#)
- Taking a bearing: [How to Use a Map and Compass](#)

SCOUT MOTTO: BE PREPARED.



STATION 08: SUPPLY DEPOT

CHALLENGE TYPE: 10 Essentials • Scouting Trivia

THE SCENARIO

Survival during the Zombie Apocalypse is difficult, and knowing what you need is crucial. Each patrol member takes turns pulling one item from under the covered items. Each patrol gets 5 chances to take an item.

Then you will be tested with 10 random questions. Each correct opportunity represents another chance to take an item and add it to your pile of the Ten Essentials. If you end up with more than 10 items, you can ask for a Check. The Check tells you whether you are right or wrong, but nothing else. If wrong, you may exchange 1 item. You can ask for a Check as many times as you have chances remaining.

FIELD NOTES

- 10 Essentials: <https://www.scouting.org/health-and-safety/safety-moments/hiking/>

SCOUT MOTTO: BE PREPARED.



STATION 09: HIDDEN TRACKS

CHALLENGE TYPE: Team Challenge

THE SCENARIO

Zombies have good eyesight. Dr. Zones has discovered that during twilight and nighttime, hiding behind dark objects can help Scouts move around undetected. He has invented a human tank track: a large loop of specially coated plastic that also seems to hide the scent of brains.

Your patrol must line up inside the loop in single file, walk a distance, make turns, and avoid stepping outside the loop. Teamwork and communication are the keys to success.

Hint: Line up tallest-to-shortest or shortest-to-tallest to help the patrol stay coordinated.

FIELD NOTES

- Example video: [Human Tank | Pep Games | "PEPBOX" Team Building & Employee Engagement & Employ...](#)

SCOUT MOTTO: BE PREPARED.



PATROL CHECKLIST

Before the horde arrives, make sure your patrol can answer YES to every item.

- Zombie O'Lantern is carved, named, has a creation story, and has a carrying method.
- Patrol Flag is ready to travel with the patrol.
- Each Scout has a day pack and weather-appropriate clothing/rain gear.
- Cold lunch is packed.
- First-aid kit is packed.
- Compass is packed.
- Printed Scout Book is packed.
- Pocket knives are packed as appropriate.
- Manila rope, blanket/tarp, poles, tinder, kindling, and matches are packed.
- Patrol Leaders have a GPS app available for Station 7.
- Medical forms are in the troop's possession and in good order.
- Costumes are safe, appropriate, and do not limit vision.
- Patrol has practiced the skills needed for the nine stations.
- Everyone knows: stay together, follow station safety rules, and leave no trace.