



# FALL~~OUT~~ AQUIA 2024

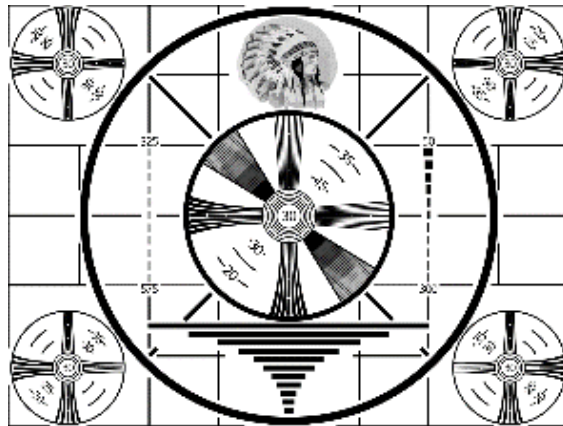
## Welc~~ome~~ t~~o~~ the Wasteland

In the year 2023, Aquia District Scouts were recruited to join the ranks of the Zombie Outbreak Response Team, or Z.O.R.T. Unfortunately, the zombie plague spread wildly out of control. It is unknown how it started, or who dropped the first bomb, but nuclear war ensued. Our government knew that Z.O.R.T. teams would be crucial to the rebuilding of America. Operatives were gathered into vaults and placed into hibernation. It is now 200 years into the future and you have just awakened to a new world.

It is time to find out what makes you S.P.E.C.I.A.L. and put your skills to the test!

**October 18-20, 2024 Aquia District Fall Camporee – Flying Circus Aerodrome Bealeton, VA**

Patrols will uncover **Strength**, **Perception**, **Endurance**, **Charisma**, **Intelligence**, **Agility** and **Luck** throughout this camporee. Patrols will earn bottlecaps for completing stations and challenges.



# FALLOUT CAMPFIRE SCHEDULE

## FRIDAY, OCTOBER 18, 2024

5:00 PM	Check-in and campsite set-up
9:00 PM	SPL/SM Meeting
10:30 PM	Quiet Time
11:00 PM	Lights Out

## SATURDAY, OCTOBER 19, 2024

7:00 AM	Reveille
7:00 AM – 8:30 AM	Breakfast & Clean-Up
8:45 AM	Assembly at Flag Pole
9:00 AM	Program Start
9:00 AM – Noon	Program
Noon – 1:00 PM	Lunch & AOL Patrol Visits
1:30 - 2:00 PM	Fallout Feast Judging
2:00 – 5:00 PM	Program
5:00 – 7:30 PM	Dinner & Clean-Up
7:45 PM	Assembly at Flag Pole
8:15 PM	Campfire Program
10:30 PM	Quiet Time
11:00 PM	Lights Out

## SUNDAY, OCTOBER 20, 2024

7:00 AM	Reveille
7:00 AM – 8:30 AM	Breakfast & Clean-Up
8:30 AM	Assembly at Flag Pole
	Closing Ceremony
9:00 AM – 10:00 AM	Check Out





# EVENT STATIONS

**WRAD RADIO “Glowing All Night Long”:** Scouts will have the opportunity to participate in Jamboree on the Air (JOTA) 2024. The theme for this year is Scouts for a Greener World.

**NUCLEAR TRANSPORT:** Teamwork is a must in order to transport radioactive waste, without causing a toxic spill.

**BLINDED BY THE LIGHT:** Your patrol has been blinded by a nuclear blast and Scouts will have to rely on their other senses in order to succeed.

**MUTANT MOOS:** Brahmin cows have been spotted in the wasteland. First you will have to wrangle those mutant moos and then you will need to milk them.

**GEIGER GATOR:** Working vehicles are hard to come by in the new world. If your team pulls together, you will be able to roll your way through the wasteland on this alternative form of transportation.

**CODSWORTH’S GAME:** Codsworth was a domestic robot put into service before the apocalypse. Found in his programming was a version of an old BSA activity called a Kim’s game. Codsworth provides us with a twist on this old, pre-war favorite.

**FRONTIER SCOUTS:** Put your woods tools to the test. (Scouts must have their Totin’ Chip to participate at this station)

**FITNESS ROOM:** Increase your overall fitness and endurance by completing this team obstacle course.

**VAULT TECH:** Your task is to build a tower out of the equipment provided, that will stand without any outside support.

**BRAIN TICKLERS:** Lifesize versions of these familiar table games will test the collective smarts of your patrol.

**GULPER GAPS:** A giant Yao Gui is hot on your heels. The only way to escape it is to cross a swamp infested with Gulpers. Anything that falls into it is either eaten by the Gulpers or disappears into the swamp. Can you make it across without leaving anyone behind?

## Scoutmaster Cookoff

**FALLOUT FEAST** – Food is scarce after the nuclear apocalypse, but there are two foods that can survive any disaster: Cram and Fancy Lad Snack Cakes. In this Troop challenge, you can make any dish and dessert you like, but you must use a can of Cram (SPAM) for the main dish & Fancy Lads (Hostess Twinkies) for the dessert, in the recipes. Judging will be based on creativity, taste and presentation. A recipe card must be included with your dishes. One entry of each dish and dessert, per Troop, allowed. Participating units will earn extra points towards their unit’s overall score. Entries are due by 1:30 PM on Saturday, at the main pavilion.  
*“Make sure there is a big delight in every bite!”*

# **VAULT DWELLERS**

## **Gateway**

Design and set up a gateway that fits with the Fallout theme of the Camporee. (No weapons or gore)

## **Charisma**

Patrol Charisma will be based on the following:

- Themed Patrol Flag
- Themed Patrol Yell
- Patrol Spirit (acting as a group of one, not one of group)
- Uniform (activity uniform or theme costume). Must be the entire patrol
- Patrol Leadership (Does the PL take charge and direct and does he/she make use of his/her resources)
- Demonstrating sportsmanship or teamwork depending on the activity

## **Patrol Flag**

Each Patrol should have a Fallout themed Patrol flag. No weapons of any kind are allowed (toy or real) or excessive gore.

## **Fallout Follies**

Every unit is encouraged to have a skit or song at the closing campfire. All skits/songs must be submitted to HQ at lunch time to be pre-screened and approved for the campfire.

## **Patrol Uniform**

Scouts are encouraged to dress up as a patrol to match the Camporee theme (Fallout). Cosplay is welcomed; however, it must be Scout appropriate. No weapons of any kind are allowed (toy or real).

## **Campsite Inspection Sheet**

The Campsite inspection sheet has been attached to help your unit Be Prepared.

## **Pioneer Scout Wagon**

Patrols will be expected to carry certain items critical for their success in the wasteland. Each patrol should have a small wagon/cart to carry their supplies. At any time, a patrol may be asked to show that they have a particular item. Bottlecaps will be awarded based on the patrol's preparedness.

1 – 1 Gallon Ziploc bag labeled with Unit # and Patrol Name

Compass

Scout Handbook

Patrol First-Aid Kit

Working pen or pencil

Water Bottle – one per patrol member

1 gallon jug of water

8 – pieces of paracord, 12" long each

Rain gear – for every member of the patrol

(1) Bow Saw (with protective sheath)

(2) Pairs Safety Glasses

(2) Pairs of Work Gloves

# **VAULT LIFE PROTOCOLS**

## **Participation**

All Aquia District Scouts BSA Troops, Crews and the Ship are welcomed and encouraged to attend. The Camporee will use the patrol method. Scouts should be organized into patrols of approximately six to eight youth each. Patrol rosters are due at check-in. These patrols will be the Scout teams competing in the events.

## **Registration**

All units will register via Blackpug on our council's website. The cost is \$20 per youth and \$10 per adult. Registration closes on Sunday, October 13, 2024.

## **Volunteers**

Each unit is asked to provide one or more adult volunteers (21+) to assist in program areas. Units providing volunteers in advance of the camporee will receive bonus points towards their overall event score. Please identify your adult volunteer(s) at check-in.

## **Check-in**

Check-in starts at 5PM at the large pavilion located in the main parking lot of the Flying Circus. One adult per unit is requested to check-in their group. A unit roster of all youth and adults attending the camporee is due at check-in. As this is a shared facility, we have no positive control as to who is on site. In order to help the Camp staff identify all who belong in camp, we are requiring everyone to wear wrist bands; which will be provided at check-in.

## **Medical Forms**

All units are required to have completed BSA Annual Health & Medical Forms (Part A&B) for all youth and adult participants. It is the responsibility of the unit to obtain and maintain copies of these forms for members of their unit. Your unit's medical binder should be brought to check-in for a spot check by the camp Health Officer.

## **Medications**

Units will be responsible for taking care of any prescription medication required for youth participants. For adults, medications will be kept by the adult participant. Medications for Youth participants shall be kept, under lock, for administration and/or dispensing by the unit adult leaders. Exceptions are made for inhalers and EpiPens.

## **Youth Protection**

All registered Scouters (18 years and up) attending the Camporee must have a current Youth Protection Training Certificate. This requirement is to be verified by the unit leader before camp. All adults staying overnight must be currently registered as an adult volunteer or an adult program participant with the Boy Scouts of America.

## **Buddy System**

The buddy system must always be followed during Scouting activities. The age gap between buddies must be at most three years for all non-sleeping activities and no more than two years for all sleeping accommodations. Buddy pairs must be single gender. The adult unit leadership oversees and approves buddies.

## **Emergencies and Medical Care**

Units should be prepared to handle non-emergency medical needs within their camp using their first aid kit. We will have a health officer on site for emergency needs. Injuries of any kind must be reported to the onsite health officer.

## **Horn/Whistle Blasts**

Three (3) horn or whistle blasts will signal hazardous weather or other emergencies. All program areas will shut down and all participants/staff must report to the pavilion. (Unit leader, reports with a unit roster)

## **Prohibited Items**

Include, but are not limited to: Firearms, explosives, fireworks or any improvised explosive device. No straight bladed knives or swords. No toys that simulate a weapon. No drones or laser pointers.

## **Parking**

All vehicles will enter through the main gate of the Flying Circus. Traffic will flow in a one-way direction around the loop. Vehicles must exit through the staff gate, following the one-way traffic pattern. All vehicles and trailers must be parked in the main parking lot. No vehicles or trailers are allowed on the fields.



## **SPL/Scoutmaster Meeting**

There will be an SPL/Scoutmaster meeting at the pavilion at 9:00 PM Friday evening.

## **Off Limit Areas**

The airport runway, briefing room, airplane hangar, tower and gift shop are all off limit areas. The pump house area, adjacent to the restrooms, must also be avoided. The Flying Circus Staff camp ground is a private area, not open to camporee participants.

## **Water**

Units are encouraged to bring an initial supply of water. There will be access to water, but it is a bit of a distance from the camping area. Plan accordingly.

## **Fires**

No ground fires are allowed in unit camping sites. Only portable fire pits are allowed and care must be exercised to prevent scorching the grass. Units will be held responsible for any damage caused.

## **Food**

Each unit is responsible for their own meals. Posting menus and duty rosters will have a positive impact on your unit campsite inspection score.

## **Trash**

All participants should practice Leave No Trace principles to the maximum extent possible. If you packed it in – you should pack it out! Clean up all trash – even if it is not yours.

## **Pets**

No pets are allowed in camp, with the exception of registered service animals.

## **Restrooms**

The Flying Circus has dedicated restrooms and there will also be portable toilets available. Please observe and respect signs posted. Your assistance with keeping the restrooms neat and tidy is greatly appreciated. The Flying Circus has an airshow on Sunday morning and we will need volunteers to assist with cleaning the restrooms before departure.

## **Check Out**

Units must be sure to leave their sites in a better condition than when they arrived, by following Outdoor Ethics and Leave No Trace guidelines. A unit leader needs to check-out with camp admin, at the main pavilion, prior to unit departure from camp. All units are asked to depart by 10:00 AM, as the Flying Circus will be preparing for their Sunday air show that morning.



## Campsite Inspection Sheet

Unit \_\_\_\_\_ Troop/Crew/Ship

Item	Description	Possible Points
1	Gateway made with natural elements	10
2	Campsite Pizzazz (Camporee Themed)	10
3	United States Flag Properly Displayed	5
4	Troop/Crew/Ship Flag Properly Displayed	5
5	Duty Rosters Posted	3
6	Menus Posted	3
7	Camporee Schedule Posted	3
8	Cooking Water Properly Stored	3
9	Food Properly Stored	3
10	Fuels Properly Identified and Stored	3
11	Fire Extinguisher Located in Cooking Area	3
12	Cooking Area Clean and Organized	3
13	Adult Leaders Have Separate Cook Station	5
14	First Aid Kit Visible, Central Location	5
15	Tents Properly Pitched	3
16	Tents Set Up In Patrol Lines	3
17	Equipment Neatly Stored	3
18	Trash Can With Bag In Use	3
19	No Litter In Campsite	3
20	Useful and Creative Camp Gadgets Present	5
21	Analog Clock Hung in Central Area	3
22	Battery or Hand Crank Radio	3
23	Wow Factor, Overall Impression of Campsite	10
	<b>TOTAL POSSIBLE POINTS</b>	<b>100</b>

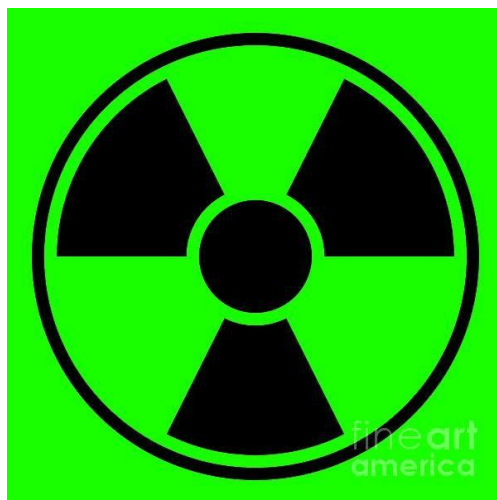


## Patrol Roster

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

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

Patrol Members	
1.	Patrol Leader
2.	Asst. Patrol Leader
3.	
4.	
5.	
6.	
7.	
8.	



UNIT #: \_\_\_\_\_

## UNIT ROSTER

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