

# 2022 SCOUTS BSA APOCALYPTIC HALLOWEEN

**SEPTEMBER 23-25, 2022 OR SEPTEMBER 30-OCTOBER 2, 2022  
OR BOTH - IF YOU DARE!**

**It is happening! The FIRST EVER Scouts BSA Apocalyptic Halloween is coming to La-No-Che!** Zombies have been sighted in and around the Paisley area. Troops, Ships & Crews are advised to seek immediate shelter at Camp La-No-Che. Bring your own gear and rations (unless you buy the meal plan) to survive the weekend. The only thing for certain at an Apocalyptic Halloween is that nothing is for certain.

This camporee-style event is open to all Scouts BSA Troops, Venture Crews, Sea Scout Ships, and Explorer Posts. Daytime competitions are designed so that patrols can prepare to defend Camp La-No-Che from the Zombies, Ghosts, and Ghouls that are expected to come out during the weekend. The Camp Program Staff has developed a fun filled program of exciting and challenging stations and scenarios for all participants that are intended to increase every Scout's skill and preparedness for the imminent zombie invasion - or any other emergency. But remember, along with skill, cool heads and teamwork are always valuable when facing tough situations.

Daytime competitions detailed on the following pages. They include Pyromania, Find the Cure, Zombie Volleyball, Stop the Spread, Defend the Camp, Escape Through the Barbed Wire, Nighttime activities will include a Haunted Cemetery and House, a Zombie Prison, a Haunted Trail. See the Outbreak Stations section of this guide for more details.

Nighttime Activities means it's time to put on your favorite Costume and attempt to blend in with all the other Zombies, Ghosts, and Ghouls as you DARE to visit the Haunted Places throughout Dr. Phillips Park.

**And what camporee doesn't have a cooking competition??** Well, not this one! Scoutmasters and/or SPL's can compete to win the Golden Spoon Award Saturday night. What's the trick you ask? Your desert MUST use the SECRET ingredient **given to you** at the SM/SPL meeting on Friday night.

Every Zombie survivalist knows that you must sacrifice the few to save the many. To best protect participants from the Apocalyptic Invasion, each Troop needs to sacrifice an adult or two (more would be appreciated) beyond your two deep leadership to help run our events. Scouts who don't register with their unit must register with either two-deep leadership or a parent.

The Scout Oath and Law will govern the behavior of all participants during the weekend. The principles of "Leave No Trace" should be practiced all weekend.

It's up to you to save humanity from the Zombies. Having your daypack with the necessary survival gear available at all times will be critical. All patrol members should carry a water bottle to prevent dehydration. Dehydration slows you down and slowpokes are more likely to be eaten by Zombies.

Your patrol's Zombie Defense Passport stamped at each event with the points you have earned. Bring your passport to the Survival Area HQ (Dining Hall) at the end of the day. The points earned at each event will determine which patrol is the **Undead Head Team Champions**.

Remember that the best chance for survival is to “Be Prepared”! Stay tuned to for the Emergency Broadcast Notices for potential further updates to this Guide. Updates will be emailed to the registration contact, through Scoutbook, and posted to the registration page.

## WEEKEND SCHEDULE

### FRIDAY:

Check In 5:00 pm to 9:00 pm  
SM/SPL Meeting: 8:45pm – Williams Family Pavilion – get info and your secret ingredient for the cooking competition (camp will have the ingredient for you)

### SATURDAY:

Reveille 7:00 am  
Breakfast 7:30 am – 8:00 am  
Opening Flag 8:15 am – Seneff Flag Plaza  
AM Activities 8:45 am – 11:45 pm - See Map\*  
Lunch 12:00 pm - 1:30 pm - Campsites or WT Bland Dining Hall  
PM Activities 1:30 pm – 4:30 pm – See Map\*  
Closing Flag 4:45 pm – Seneff Flag Plaza  
Dinner 5:00 pm – 6:30 pm – Campsites or WT Bland Dining Hall  
Costume Contest 6:45 pm – Judging at the Wms Family Pavilion Stage  
Evening Activities 7:00 pm – 9:00 pm See Map\*  
Trick or Treating 9:00 – 9:30 pm – Campsites  
SM/SPL Cookoff 9:00 pm – 9:30 pm – Judges will visit each participating unit in their campsite

### Sunday:

Reveille 7:00 am  
Breakfast 7:30 am – 8:15 am – Campsites or WT Bland Dining Hall  
Closing Flag & Awards 8:30 am – 9:00 am – Awards at the Council Ring  
Scouts Own Service 9:00am – 9:15 am – Chapel

\*Map with activity locations will be given at check - in

# OUTBREAK STATIONS

## EVENT STATIONS (LOCATION)

**Pyromania (OA Primitive Cooking Area):** Fire is great at limiting the spread of the Zombie virus, but steps need to be taken to ensure that the fire does not spread, nor that it attracts too much attention to the new HQ. With all your matches ruined by drooling Zombies, you have a few basic supplies to get a flame going fast. Use the materials found in your daypack (*see list*) to invoke a flame. The string is holding a bucket containing the cure over your infected leader. Burn through the string in record time and douse your leader with the cure. You don't want to get too close and get contaminated. A quick review of burn first-aid will also help you score additional points.

**Scoring:** Patrol with the fastest time gets the most points. Extra points for a correct review of burn first-aid. 5 points for each patrol that participates.

**Finding the Cure (Basketball Court):** The Zombies have hidden parts of the cure throughout the area. They were hidden sometime in the darkness. Use your brains (while you still have them) and the Wi-Fi on your phone to decode and find the letters that spell out what the name of the Cure. Once you find all letters, bring the decoded word (or will it be words?) to the Cure Station to end your time. Be careful, Zombies are everywhere. When looking for the cure, look high and low. Are you sure you should look behind that tree?

**Scoring:** Patrol with the fastest time to find all the Letters of the Cure gets the most points. 1 Point for each part of the Cure found. 5 points for each patrol that participates.

**Stop the Spread (Skills Building):** You and your Patrol find yourselves amid a full-fledged Zombie outbreak. Zombies have been seen swarming the area, attacking, and leaving numerous injured. Your Patrol comes across an "Army M\*A\*S\*H\*" unit, being overwhelmed and in chaos. A medic will call upon your patrol to use their first aid training from Tenderfoot, Second Class, and First-Class requirements to help treat a patient. In addition, discover how to make fake blood, wounds, burns, and scars.

**Scoring:** Patrol with the fastest time to correctly treat the patient gets the most points. Incorrect treatment of a wound/injury will cost you 5 pts each. 5 points for each patrol that participates.

**Defend the Camp (Archery Range):** Listen up, Scout! There's only one thing standing between a Zombie horde and your brains, weapons know-how. That is why you want to train with available weapons! Test your accuracy with throwing tomahawks & knives to make sure you can defend yourself.

**Scoring:** Each patrol will have 8 throws of 2 types of weapons – each scout in the patrol must throw. 5 points for hitting the target, 10 points for each bullseye. 5 points for each patrol that participates.

**Escape Through the Barbed Wire (Wms Family Pavilion Area):** There are Zombies all around and you need to get from one area to the other without touching the Zombie Barrier. Work your way through hay maze and the holes in a barb wire web within it without touching the wire – it has bear bells hanging from it - so we'll KNOW if you touch it! Sound that "alarm", and the Zombies know where you are (and you lose points). Hurry up! You only have so much time before the Zombies find you. How many of your patrol members can escape to safety before time runs out?

**Scoring:** Patrol with the fastest time through the barbed wire maze will get the most points. Points will be taken off if for each bear bell that sounds and for each patrol that doesn't complete the maze before time is up. 5 points for each patrol that participates.

**Signal for Rescue (Basketball Court):** The Zombie Apocalypse has started, and the world is in chaos. Your patrol needs to get to some place safe and NOW. Luckily, there are helicopters flying all around you, but they don't see your patrol. Send a morse code message to the helicopter for rescue – something that tells them that you need rescued and where to land to pick you up. Do you know the internationally understood distress code? One mistake and they may mistake you for Zombies and fly off!

**Scoring:** Patrol with each scout successfully sending the message with the fastest time gets the most points. Lose points for each scout that doesn't participate. 5 points for each patrol that participates.

**Improve Your Fortifications (Williams Family Pavilion):** You've managed to make it to the Survival Area, but now you need to fortify it to protect against the oncoming Zombie Hordes! Make sure you know your square, round, and diagonal lashings, as they are the only way to create a ladder to get you over the barrier that separates you from the Zombies!

**Scoring:** Patrol will build a 5 rung ladder and send one patrol member up 3 rungs of the ladder. Patrol that succeeds with the fastest time gets the most points.

**Zombie Toss (Volleyball Court):** You've defeated Zombie Hordes and now it's time to clean up. Compete against another patrol in a game of Volleyball where a zombie head is sent flying over the net using a bed sheet. If the head hits the ground on your side – points to the other team.

**Scoring:** Patrol with the highest score at the end of minutes of play time gets the most points. In the case of a tie, a sudden death game will be played. Points from that game get added to each patrol's overall score.

**Specific Scoring Points will be explained in the Defense Passport**

## **OTHER FREE TIME ACTIVITIES**

**Hayride** – Take a Hayride through the edges of camp, through Adventure camp and past the Ranges. See if you can spot the Zombies that linger in these areas.

**Carnival Games**– Want a break from curing Zombies? Take a quick break and play a few games.

**Pumpkin Carving**– Show us your best rendition of a Zombie, Ghost, or Ghoul using your carving skills. Bring your carved pumpkin to the Dining Hall Fireplace by 7pm Saturday night for Judging.

## **EVENING ACTIVITIES**

**Haunted House & Cemetery (Rotary Lodge)** – A Camp La-No-Che Tradition – now with a Haunted Cemetery out front.

**Haunted Trail (Handicraft Pavilion)** –A Camp La-No-Che Tradition – upgraded for the Scouts BSA!

**Invaded Prison (Ecology Lodge)** – NEW! Zombies are looking for YOU in the Prison.

**Spooky Carnival** – Play lighted and glow-in-the-dark carnival games.

**SM/SPL “Chopped” Dessert Competition** – Make a delicious dessert using a secret ingredient given to you at the SM/SPL meeting on Friday night. Judging will take place in your campsite Saturday night.

## Essential Daypack Items for Each Patrol

**UPDATED 9/21/2022**

- Water Bottle/camelback – Stay Hydrated! It will help save you from the Zombies!
- Fire Building Supplies (examples):
  - Tinder (lint, steel wool, etc. – NO paper, liquid fuels, chemicals, or paraffin additives are allowed)
  - 9V Battery
  - Magnifying Glass
- Patrol first aid kit including non-latex gloves (to protect against being infected)
- Ziploc bags (sandwich size for keeping the Zombie Defense Passport/Scoresheet safe)
- \$\$ for Trading Post

## Awards:

**Undead Head Champions Award:** Who will lead and save the human race in the event of a Zombie invasion? This award will go to the patrol that earns the most points during the day’s activities.

**Jack-O-Lantern Award:** Scout Spirit – the patrol that shows the most teamwork, best leadership and most scout spirit all combined into one award. This does not relate to the Undead Head Champions Award, but it is scored at each activity station. Bonus points will also be given to patrols who are caught doing good deeds outside of or at activities.

**Golden Spoon Award:** **UPDATED 9/19/2022** - Scoutmaster and SPL compete together in our “Chopped” (Get it?!?) Dessert Cookoff! Working together, the SM & SPL of each unit that accepts the challenge will open their “baskets” and discover the ingredient that MUST be incorporated into your dessert. We will provide this special ingredient at the SM/SPL meeting on Friday night. Desserts will be judged Saturday night. What do you think the secret ingredient will be?

**Campsite Decorating:** Design and decorate your campsite to be the spookiest and scariest campsite of all. This award will go to the Unit with the best design and execution of that design.

**Pumpkin Carving:** Best Carved Pumpkin – bring your own or order during the registration process. Carve your pumpkin during FREE time and bring to the Dining Hall Fireplace by 7pm on Saturday.

**Costume Contest:** Best Costume – Wear your best Zombie or Halloween Costume for the Haunting FUN on Saturday night.

| <b>Scouts BSA Halloween Patrol Roster</b> |  |           |
|---|--|-----------|
| Troop Number:                             |  | District: |
|   |  |           |
| Unit Leader:                              |  | Email:    |
|   |  | Cell:     |
| SPL/Youth Leader:                         |  |           |
| <b>Patrol Name</b>                        |  |           |
|   |  |           |
| <b>Patrol Leader</b>                      |  |           |
|   |  |           |
| <b>Patrol Members (8 Max)</b>             |  |           |
| 1   |  |           |
| 2   |  |           |
| 3   |  |           |
| 4   |  |           |
| 5   |  |           |
| 6   |  |           |
| 7   |  |           |
| 8   |  |           |
| <b>Adults</b>                             |  |           |
| 1   |  |           |
| 2   |  |           |
| 3   |  |           |

