

# Leader's Survival Guide to the



AT THE  
WITHLACHOOCEE DISTRICT  
SPRING CAMP-O-REE  
SANDHILL SCOUT RESERVATION  
MARCH 20-22, 2020



# TABLE OF CONTENTS

CAMP-O-REE OVERVIEW	3
CAMP-O-REE ROSTER FORM	4
CAMP-O-REE SAMPLE SCHEDULE	5
CAMP-O-REE POLICY AND PROCEDURES	6-7
GENERAL CAMP RULES	8
EVENT DETAILS AND RULES > PLEASE READ <	9-16
Merit Badge Information	17
WEBELOS/AOL Participation	18
SKIT OR SONG REGISTRATION FORM	19
CAMP-O-REE EVALUATION	20
REFUND POLICY	21
MAP of SAND HILL	22

# CAMPOREE OVERVIEW

Theme: Scout Zombie Apocalypse at the Withlacoochee District Spring Camporee.

Date: Friday, March 20 through Sunday, March 22, 2020.

Friday Check in: Starts at 4:00pm.

Sunday Check out: After awards and cleared by camp-o-ree staff.

Location: Sandhill Scout Reservation

Participants: All registered Scout Troops, Venturing Crews & Sea Scouts.

Cost: All payments due by March 13, 2020

\$15 per Scout

\$10 per Leader

\$5 per **APPROVED** Staff (MUST contact Jon Young to get approved)

\$5 per Arrow of Light youth (NO camping, day event only)

**NO REGISTRATIONS WILL BE ACCEPTED AFTER MARCH 13, 2020**

**All paid registrations will receive an event patch.**

Registration: Online registration will be opened by February 10, 2020.

Please contact for further information:

Camp-O-Ree Advisor - Jon Young, (813) 453-0175, [jonyoung1775@gmail.com](mailto:jonyoung1775@gmail.com)

Camp-O-Ree Advisor, Staff Professional – Brandon Kathman,  
[Branson.Kathman@scouting.org](mailto:Branson.Kathman@scouting.org)

District Chair - John Coble, [scoutmaster@troop370.us](mailto:scoutmaster@troop370.us)

Greater Tampa Bay Area Council website is [www.tampabayscouting.org](http://www.tampabayscouting.org)

Withlacoochee District Facebook page is [www.facebook.com/groups/313832348665192](https://www.facebook.com/groups/313832348665192)

# 2020 Withlacoochee District Spring Camp-O-Ree Roster

Troop# \_\_\_\_\_ Contact Person: \_\_\_\_\_ Phone#: \_\_\_\_\_

Email: \_\_\_\_\_

Name	Scout	Venture	Sea Scout	Adult	Staff - Youth	Staff - Adult	Female	Male			Search & Rescue	Wilderness Survival	Signs, Signals & Codes	Rifle	Shotgun	Archery
Total Attending																

**\*\*Complete this form and BRING TO CAMP\*\***  
**This will be collected at the chick-in stop point.**

\*\*Please make a second copy if you need additional space\*\*

# **\*SAMPLE SCHEDULE\***

## **Friday Night**

4:00pm	Check-In begins
7:00-9:00	*Merit badge classes begin
9:00-9:30	Scoutmaster and Senior Patrol Leader meeting
10:30	Quiet time
11:00	Lights out

## **Saturday**

7:30 am	Flag ceremony
8:00-12:00	Merit Badge class start
12:00-1:30	Lunch
1:30-5:00	Zombie Apocalypse begins
5:00-7:00	Dinner
7:00-8:00	Campfire and Flag Retirement.
8:00-10:00	Camp games (Zombie Hunt)
10:30	Quiet time
11:00	Lights out

## **Sunday**

9:00	Scouts Own
9:30	Flag / Closing ceremony
11:00 am	Pack and check out

**\*SCHEDULE MAY CHANGE DUE TO UNFORSEEN CIRCUMSTANCES. A FINAL SCHEDULE WILL BE HANDED OUT AT THE SM/SPL MEETING FRIDAY EVENING.**

# Camp-O-Ree Policy and Procedures

## Scout Zombie Apocalypse Camp-O-Ree

### March 20-22, 2020

#### Arrival and Check In:

Arrival time is after 4:00 PM on March 20th. Proceed to Sertoma House for Check in by a Camp-O-Ree staff member who will confirm your unit's registration status, collect the roster and direct you to your campsite and parking area. Campsite assignments are first come-first served and as the size of your unit requires.

#### Parking:

All motor vehicles must be parked in the designated parking areas **only**. **No vehicles are allowed in the campsites**. Trailers may be dropped off with the tow vehicle returned to the parking area immediately.

#### Campsite:

We will be utilizing Camp Sites 9-12, with the possibility of needing to use Site 4 and 6. Each troop is responsible for the condition of its campsite. All units are expected to observe proper camping procedures in compliance with the Outdoor Code and good Scout camping policies. Map of Sand Hill is attached.

#### Scoutmaster and SPL Meeting:

There will be an information meeting at 9:00PM on Friday evening at the Hagerty Pavilion. The Unit SPL (or acting youth unit leader) and Scoutmaster (or acting adult unit leader) should attend. All units must be represented at this meeting. Any changes to the schedule of activities, camp-specific items, and other important information will be distributed at this meeting.

#### Meals:

Units are responsible for all their meals.

#### Fires:

Camp fires are only to be done in the fire rings at each site.

#### Water:

Water is available at each site.

#### Trash:

There will be no trash disposal at the Camporee. Units are responsible for securing and removing all their own trash from the Camporee area. Units shall bring their own trash bags and containers as required. All trash shall be properly secured from animals at all times.

**- Apply Leave No Trace principles -**

#### Latrines:

All camp sites have camp facilities that also have showers. Remember YPT guidelines for males and females in camp. Since camp sites are not used on a regular basis, you may want to bring brooms and cleaning supplies. Including hand soap.

#### Staffing:

Adults from the various participating units will be needed to help staff the merit badge classes and afternoon activities. All staff must be approved by Camp-O-Ree Advisors. Staff is only \$5 and includes a patch.

- First Aid: Minor first aid is Unit responsibility. Major first aid problems will be handled by Camporee first aid staff.
- Medical Forms: It is the Unit Leader's responsibility to make sure each participant has an Annual Health and Medical Record. The Camporee staff will only verify that these forms are in the possession of the Unit Leader. Individuals without medical forms will not be allowed to stay. All medications – including over the counter and prescription medications – that are brought to camp are to be the responsibility of the unit leader.
- Worship: A brief Scouts Own will be conducted on Sunday morning.
- Uniforms: All Scouts are required to be in Class A uniform for check-in, check-out, campfire, and flag ceremonies. Patrol or Troop activity uniforms are encouraged for all other activities.  
\*\*Wear clothing that can get dirty and or muddy during the afternoon activities\*\*
- Smoking: No smoking will occur in the presence of youth. Any smoking will be in accordance with all applicable BSA rules and regulations and in a designated area only. Including Vaping.
- Check-Out: A member of the Camporee Staff **MUST** inspect your campsite before you leave. Prior to inspection, please complete the following:
- Ensure the campsite is litter free.
  - Restore the campsite to its original (or better) condition.
  - Pack all 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.
  - Both the Scoutmaster and SPL should complete a Camporee evaluation.
- Awards:
- CAMPOREE PATCH:**  
A patch will be distributed to recognize all Scouts and Scouters who have qualified or participated in the Camporee. One patch per paid Scout or Scouter (including staff) is included in the registration fee.
- Ribbons:**  
Placement ribbons for the various events as well as patrol overall placement will be presented at the Saturday night campfire.
- Evaluations: Leaders and Scouts please reflect and comment on your Camp-O-Ree experience by completing the event evaluation form included with this guide. Evaluations may be turned in to staff during check out, or forwarded to the Camp-O-Ree advisors.

## GENERAL CAMP RULES

Rules are made for the safety of participants, protection of the facility, and to provide fairness to all.

1. No firearms, bows and arrows, or ammunition of any kind may be kept in the possession of any Scout or Scouter.
2. No fireworks of any kind are permitted on camp property.
3. The cutting of live trees is NOT permitted.
4. Closed toe shoes must be worn in camp at all times.
5. The Scout uniform, correctly worn (shirts tucked in), is the most proper dress.
6. Pets are not allowed at camp. Please, for the safety of other campers and the pet, leave them at home.
7. No alcoholic beverages or unlawful drugs are permitted on camp property.
8. Tobacco and Vaping use is not permitted in or, around campsites, or during events where scouts are present. You will be expected to use designated tobacco areas only (A designated area may be provided to you at check in if you request one. Otherwise, you will not be able to smoke at this event). Note: You may be asked for proof of age.
9. Throwing rocks, pine cones, sticks and the like is prohibited.
10. No individual ground fires.
11. No riding in the back of pick-up trucks.
12. The buddy system is in place at all times.
13. Please refer to The Guide to Safe Scouting for other rules and regulations.

## Afternoon Activities Rules and Procedures



## PROGRAM INFORMATION

Patrol-level Competition. This event is designed to be a patrol-level Scout Competition to test the team-work, Scout skills, ingenuity, and creativity of the Scouts. The games will be fun, but challenging.

SCORING: Each station will have a Scouter who will record each patrol's final score. However, there will be opportunities for each patrol to win extra points at various stations. Study your Scout history. Solidify your Scout Wisdom and you may increase your points through the power of KNOWLEDGE. Additionally, each patrol will be asked the same number of trivia questions, general Scout questions, and for examples of how they demonstrate the Scout law. The Scout Law questions will be for an individual in the patrol, with no patrol help. These are worth 5 points each. The trivia questions are for the entire patrol to help formulate the answer, with the Patrol Leader providing the actual answer to be judged. These are worth 5 points each. Each station is worth at least 5 points for participation and completion, but as much as 25 points for the best score (which may be the most iteration, the lowest time, or simply successfully completing the task).

Scout Teams: Scout teams are comprised of no more than 8 scouts. If your unit has more than 8 scouts, then they must split to make separate teams. For example, you have 10 scouts, you would split the scouts into 2 patrols of 5.

SCOUT GAMES: Eight (8) Scout games HAVE BEEN chosen; see the following 5 pages for games and rules. You need to know each of the following games.

Each game station is various in time.

NOTE: Bring a Compass.

Have your 10- essentials.

Tender for building fire & cooking egg.

Scout handbook.

## Afternoon Activities Rules and Procedures

### 1. **Infected Leader Event:**

Instructions, a coded location, a decoder, and passport will be provided to each Patrol at the start of the events. Scouts will need to locate and then secure their infected but stunned leader/SPL. This will involve a long rope and tying a clove hitch around the infected leader/SPL without patrol members letting go of the ends of the rope or touching the victim and then transporting him to the Pyromania event at the "New HQ".

Correctly tying the clove hitch 20 pts

Time for completion:

0-1 minutes 30 pts

1-2 minute 25 pts

2-3 minutes 20 pts

3-4 minutes 15 pts

4-5 minutes 10 pts

5-6 minutes 5 pts

Over 6 minutes 0 pts

Total points possible: 50 pts

### 2. **Finding the Cure Event:**

So scouts don't have the advantage of previous patrols showing them the locations of the caches (or patrols not returning them to the correct location), each patrol will have their own set of 3 GPS coordinates provided to them at this station. Two sets of GPS coordinates will be alternated from one session to the next (4 sets if there are two patrols at the station at one time). The adult running the station will need to reset the geocaches.

10 points awarded for each geocache successfully located.

Time to find all three geocaches:

0-3 minute 30 pts

3-4 minutes 25 pts

4-5 minutes 20 pts

5-6 minutes 15 pts

6-7 minutes 10 pts

7-8 minutes 5 pts

Over 8 minutes 0 pts

Total points possible: 60 points

3. **Defend the Camp Event:**

Zombie brains will be attached to boards with a straw bale backdrop. For safety reasons, the area will be tightly controlled and run by a range certified volunteer. All members of a patrol will participate by throwing tomahawks. The patrol's score will be determined by averaging the scores of all members of the patrol.  
Total points possible: 60 pts.

4. **Signal for Rescue Event:**

Patrols will have a pile of staves they may use. Signal in Threes - Once the patrol has found a location in the open for a visual signal; they must repeat the signal three times in the shape of a triangle (30 points). Communicating a signal three times in the shape of a triangle is an internationally understood distress signal. If it is a sunny day, they can further attract attention with objects that reflect the sun's light, such as a rescue mirror or a CD. Aiming a signal mirror requires practice. Patrols will need to capture the sun's rays and then use the mirror/CD to reflect them in the direction of a rescue aircraft.

The rescue aircraft will be a target posted on a tree (15 points).

Once the patrol has attracted the attention of the rescue aircraft, they must stand upright near their visual signal with their arms overhead in the shape of a Y to indicate--yes--they need to be rescued (15 points).

Total points possible: 60 pts

5. **Pyromania & Cooking Event:**

An alternative method of lighting a fire will be used, such as steel wool and a battery, flint & steel or 3 matches. Scouts bring their own tinder (no paraffin, accelerants, or artificial starters). Burning through the string starts the next phase.  
Cook an egg over your fire using only a piece of aluminum foil.

Up to 25 bonus points can be earned by:

Correctly answering questions on First Aid for Burns 10pts.

Using Flint & Steel 10pts.

Using 3 matches 5pts.

Successfully starting a fire and egg being edible by PL 10 pts.

Time to burn through the string & cook egg:

Under 5 minutes 30 pts

5-7 minutes 25 pts

7-9 minutes 20 pts

9-11 minutes 15 pts

11-13 minutes 10 pts

13-15 minutes 5 pts

Over 15 minutes 0 pts

Total points possible: 65 pts

## 6. Eight Knot Zombie Trap Event:

Scouts will use four provided ropes of equal diameter, three six-foot-long, one twelve-foot-long. A two-foot long log about six-inches-in-diameter and two trees 12-16-feet-apart.

The event begins with all the ropes and the log laid out, untied, on the ground, and ends when the knots are all tied and the log is suspended off the ground.

Bonus points may be earned for speed in tying all lashings:

Under 15 minutes 8 pts

15-16 minutes 7 pts

16-17 minutes 6 pts

17-18 minutes 5 pts

18-19 minutes 4 pts

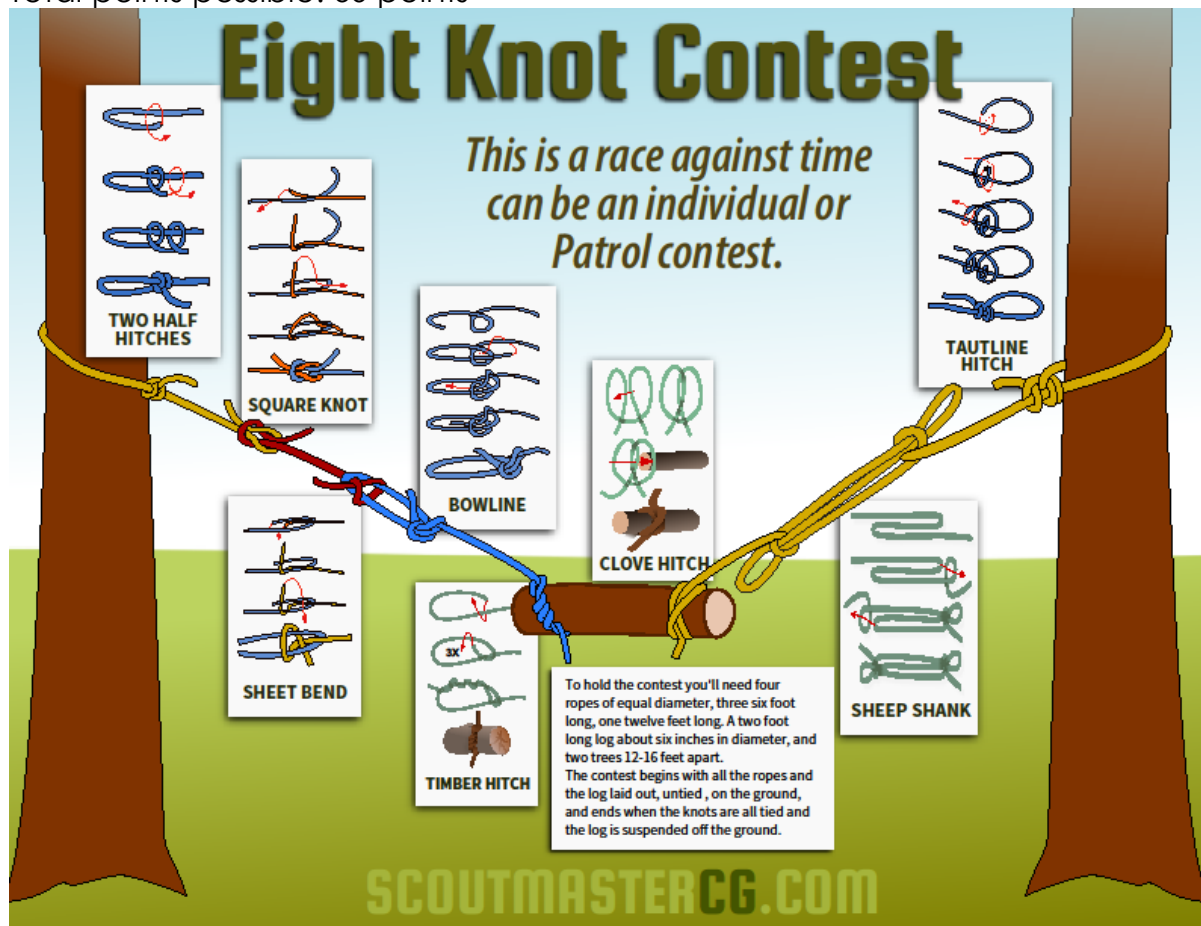
19-20 minutes 3 pts

20-21 minutes 2 pts

21-22 minutes 1 pt

Over 22 minutes 0 pts

Total points possible: 60 points



## Afternoon Activities Rules and Procedures

### 7. **Move the Zombie Head Event:**

You have found yourselves in the middle of a Zombie crisis. Unfortunately a Zombie head (bowling ball) has been found and any contact with it runs the risk of it biting the person and infecting them. Fortunately for you, a Zombie control team passed through earlier and left some specially treated ropes and a biohazard containment box (milk crate) nearby for just such an incident. The ropes have been treated with radiation to eliminate the possibility of the virus transferring through the ropes to another person. The radiation is at a tolerable level. However, over-exposure causes instant and terrible side effects such as blindness or muteness. Over-exposure occurs when a person touches his own rope with more than one hand. Somehow you must discover a way to move the Zombie head into the containment box without dropping it. Dropping the Zombie head will cause it to break in multiple pieces creating a worse clean-up situation. Be sure not to contact the Zombie head with anything but the treated ropes, but don't over-expose yourselves to the ropes. Finally, don't even try moving the containment box. Containment boxes are booby trapped and especially sensitive to movement. They will explode without the pressure of a head inside unless disarmed by the Zombie control team. This prevents Zombies from learning the secrets of the containment box.

The event judge may award additional points for teamwork, creative solutions, etc. up to a maximum of 60 points.

Time to successfully place the Zombie head in the containment box:

0-5 minute 60 pts

5-8 minutes 50 pts

8-11 minutes 40 pts

11-14 minutes 30 pts

14-17 minutes 20 pts

17-20 minutes 10 pts

Over 20 minutes 0 pts

Total points possible: 60 points

## 8. **Monster Mash Event:**

Splints and some triangular bandages will be provided to treat the wounds. Volunteers may be modulated to simulate the injuries. Scouts will need to talk to the victim to help determine the extent of the injuries to be treated. A blanket and staves will be provided for patrols to improvise a stretcher.

Zombie Apocalypse First Aid Scenario Victim Injuries: The victim is disoriented and has serious bleeding from his right forearm. The lower left leg is bent at an odd angle. The victim is also moaning, wincing, and grasping his chest with his left hand.

Scoring Checklist: Although there are two obvious injuries, the Scouts will need to question the victim to determine the extent of other possible injuries. Upon questioning, the victim indicates that his chest hurts and feels like something is squeezing his chest. His right shoulder and left leg hurts and it is difficult to move his left leg or right arm without a lot of pain. The victim needs first aid for:

- Serious bleeding from his right forearm
- Shock
- Possible heart attack
- Broken left lower leg
- Right-side collarbone injury

3 Scouts need to do the following:

- Stop serious bleeding by using direct pressure and applying a bandage.
- Simultaneously they should calm and reassure the victim that they will be taken care of.
- Treat for shock by getting him warm with a blanket and elevate right foot and head.
- When the patrol determines that there is a possible heart attack, the adult will ask the patrol to describe signs of a heart attack (See chart below).
- Splint the leg; be sure the leg is straightened and immobilized.
- Fix right-side collarbone injury. Place arm in a sling and secure to the body. Be sure wrapping is tight.
- Carry the victim to the evacuation point on an improvised stretcher.

Only first aid knowledge required for BSA rank advancement (tenderfoot, second class, first class) will be used in the scenario. Scenario judges will judge the scenario throughout the day to ensure consistency in scoring. Any injuries requiring additional supplies (e.g. splint material, blankets, staves) which are not included in the Patrol daypack will be made available in a central area. Materials borrowed for a treatment must be returned before the patrol moves to the next station.

Heart Attack Symptoms (2 point for each one mentioned up to 10 points)

<b>Symptom</b>	<b>Description</b>
Chest discomfort or pain This	This discomfort or pain can feel like a tight ache, pressure, fullness or squeezing in the center of your chest lasting more than a few minutes. This discomfort may come and go.
Upper body pain	Pain or discomfort may spread beyond your chest to your shoulders, arms, back, neck, teeth or jaw. You may have upper body pain with no chest discomfort.
Stomach pain	Pain may extend downward into your abdominal area and may feel like heartburn.
Shortness of breath	You may pant for breath or try to take in deep breaths. This often occurs before you develop chest discomfort or you may not experience any chest discomfort.
Anxiety	You may feel a sense of doom or feel as if you're having a panic attack for no apparent reason.
Lightheadedness	In addition to chest pressure, you may feel dizzy or feel like you might pass out
Sweating	You may suddenly break into a sweat with cold, clammy skin.
Nausea and vomiting	You may feel sick to your stomach or vomit.

## First Aid Scenario Score Sheet

Patrol:

Troop:

Score:

/75

Treatment		Possible Points	Actual Points
1	Put on latex gloves.	3	
2a	Use direct pressure to stop blood flow from the fore arm.	6	
2b	Dress the wound using a proper bandage to hold the dressing in place.	6	
3	Calm and reassure the victim.	2	
4	Treat for shock by getting him warm with a blanket and elevate right foot and head.	6	
5	Describe the signs of a heart attack (see Heart Attack Symptoms table for scoring)	10	
6a	Straighten the left leg with minimal movement.	6	
6b	The splint should be positioned correctly and tied snugly.	6	
6c	Tie cravats above and below the fracture site.	6	
7a	Apply a sling to the right arm with minimal movement.	6	
7b	Secure the sling snugly to the body to prevent movement.	6	
8a	Construct a stretcher using a blanket and staves.	6	
8b	Transport the victim to the evacuation point.	6	
Total Possible Points		75	

**\*\*Print and bring this sheet with each patrol\*\***



## Merit Badges

Some or all merit badges may start Friday evening. Some or all Merit badges may need additional time to finish on Sunday morning; the Merit Badge counsellor will advise the scouts on Saturday if this is needed. Scouts can only take one Merit Badge. As counsellors are secured, you will be notified if a MB will be started Friday evening and where that class will take place at camp.

Scouts MUST have MB book, worksheets and pre-requisites completed in order to participate in class.

Worksheets can be found at:  
[Usscouts.org](http://Usscouts.org)

Merit Badge	Pre-requisitis
Search & Rescue (max # - 20 scouts)	3a, 3b, 3c & 4
*Wilderness Survival (max# - 30 scouts)	1, 2, 4, 5, 7 (bring signal mirror if you have one) & 10 (bring water filter if you have, do not purchase)
*Sign, Signals & Codes (max # - 15 scouts)	9A 1-10, 9C All, & 10 All
*Rifle (max # - 10 scouts)	Additional Fee required
*Shotgun (max# - 6 scouts)	Additional Fee required
*Archery (max# - 8 scouts)	Additional Fee required

Merit Badge Counselors may require additional pre-requisites, if that happens we will advise you prior to the event.

*Classes with a \* = starts Friday night*

Additional fees for shooting:

Rifle \$ 5

Shotgun \$ 15

Archery \$ 5

## WEBELOS II/Arrow of Light Scouts

Camporees are a Scouts BSA event.

However...

AOL Scouts are invited to come for the day, starting at 12noon, and see what Scouts BSA is about. It is best if you come with a troop that is participating in the Camporee, however that is not required.

Guide to Safe Scouting states that WEBELOS can only come for the day of a camporee, overnight camping is NOT permitted.

Cost is \$5 per person and that includes a patch of the event.

# SKIT OR SONG REGISTRATION FORM

## ZOMBIE THEMED

You may participate as a patrol with one song and/or one skit. (Please use good taste and judgment) You must submit a new form for each skit or song. Please be sure to hand this form in to the campfire director no later than lunch time Saturday as we need to look over them before camp fire.

Troop number \_\_\_\_\_

Patrol \_\_\_\_\_ participation or Troop \_\_\_\_\_ participation

Skit Name \_\_\_\_\_

Brief description of skit \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

Song Name \_\_\_\_\_

Brief description of song \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

The Program and Camp Director will review all skit and song requests and attempt to incorporate all of the skits and songs into the campfire program. Event Directors reserve the right to approve or disapprove skits or songs without appeal.

Do not write below this line.

\_\_\_\_\_

Approved \_\_\_\_\_ Need to change skit or song \_\_\_\_\_

Reason \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

# 2020 CAMPOREE EVALUATION

## Start, Stop and Continue Worksheet

Category      Assessment

**START** At our Camp-O-Ree, what should we put in place to improve? (Some things we should START)

1.

2.

3.

**STOP** At our Camp-O-Ree, what is not working? (Some things we should STOP)

1.

2.

3.

**CONTINUE** At our Camp-O-Ree, what is working well? (Some things we should CONTINUE)

1.

2.

3.

# Refund Policy

All refund requests must be **in writing** with a date and signature and sent to the Council Service Center.

A full refund will be issued if the written request is **received** at the Council Service Center 14 days prior to the camp-o-ree.

A 50% refund will be issued if the written request is **received** at the Council Service Center less than 14 days prior to the camp-o-ree.

**Refunds will not be issued for requests received after the camp-o-ree begins.**

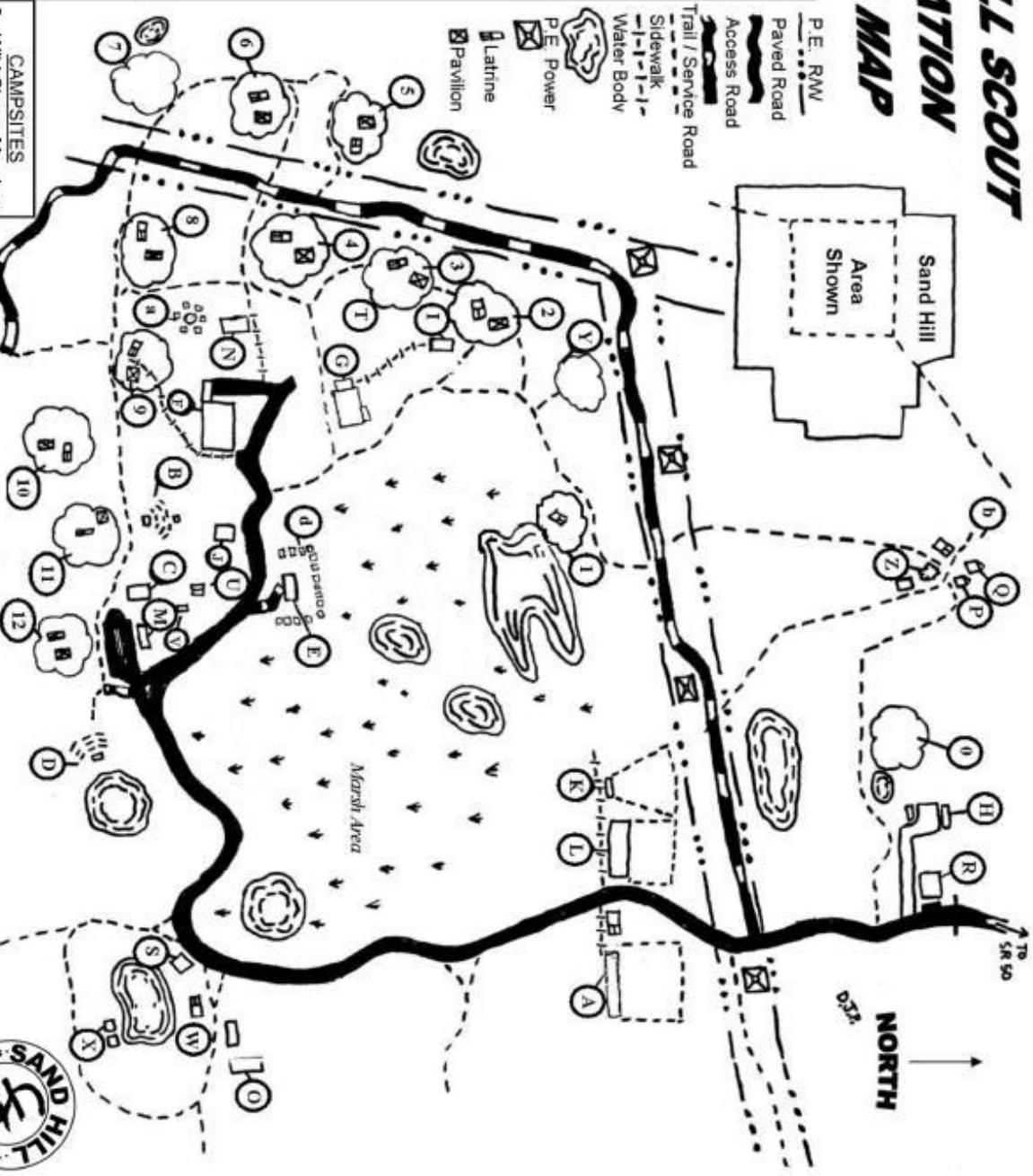
# SAND HILL SCOUT RESERVATION MAIN AREA MAP

## STRUCTURES

- A - Archery Range
- B - Shows Arena
- C - Hagerly Shelter
- D - Chapel
- E - Staff Center
- F - Dining Hall
- G - Pool
- H - Maintenance Compound
- I - Outdoor Skills Pavilion
- J - Health Lodge/Trading Post
- K - Shotgun Range
- L - Rifle Range
- M - Administration Building
- N - Nature Pavilion
- O - Barn
- P - Rappelling Tower
- Q - Climbing Wall
- R - Ranger's Residence
- S - Sertoma House
- T - Pathfinder's Area
- U - Basketball Courts
- V - Volleyball Court
- W - Waterfront
- X - Houses
- Y - Primitive Campsite
- Z - High COPE Course
- a - Dance Arbor
- b - Low COPE Course
- d - Staff Cabins

## CAMPSITES

- 0 - Outpost Camp
- 1 - Live Oak Rise
- 2 - Lookout Point
- 3 - Black Bear Ridge
- 4 - Toad Hollow
- 5 - Possum Hollow
- 6 - Raccoon Run
- 7 - Horsely Hill
- 8 - Quail Hollow



## CAMPSITES

- 9 - Wild Cherry Meadow
- 10 - Fox Squirrel Trail
- 11 - Ivy Grove
- 12 - Pine Meadow

