

Zombie Apocalypse Handbook

Zombie Survival Weekend Briefing

Year: 2025

Location: Stoney Creek Metro Park

Mission Objective: **SURVIVE**

It's been five years since the Sickness changed the world. Unconfirmed reports suggest the disease has mutated, with victims now exhibiting zombie-like symptoms. We are one of the last outposts standing, and this weekend, survival skills will be tested.

You will need Scout skills, teamwork, and critical thinking to endure. Your Patrol must work as a team to navigate camp, avoid the zombie horde, and ultimately reach the main headquarters, a fortified building stocked with supplies critical to rebuilding civilization.

Good luck, Scouts. You will need it.

Event Overview

Friday Night Check-In: Quarantine and Isolation

Time: Gates open at 6:00 PM

Location: Camp Entrance

The weekend begins with a secured check-in process overseen by the **Zombie Response Tactical Team (ZRTT)**. All participants must pass through "**Decontamination Station Alpha**" (registration checkpoint) to ensure no unauthorized visitors—or infected individuals—enter the camp.

After clearance, Scouts will proceed to their designated campsites to set up for the night.

9:00 PM: All-Camp Briefing

A meeting will be held at headquarters to explain the weekend's activities. Please send an SM, ASM, SPL, ASPL, Cubmaster, Assistant Cub master (or equivalent) meeting to be held at headquarters to explain the weekend's activities. Patrols will receive their **"Zombie Survival Handbook"**, which will outline survival strategies, rules of engagement, scoresheets and tasks for the weekend.

Cubs coming for the day only will pick up their guide when they check in on Saturday at headquarters.

Special Instructions

Zombie Control Assistance: Each unit must designate two Scouts to be on standby at all times for emergency calls from the ZRTT. These Scouts will assist with Zombie Control during special events.

Teamwork is Key: Patrols must rely on their Scout training and resourcefulness to survive the challenges ahead.

The fate of humanity rests on your shoulders. **Prepare yourselves**

Saturday Daytime Event: Zombie Survival Training Colour Run

The daytime event will consist of using your zombie survival skills, at various activity stations. Using the 'Zombie Survival Handbook to assist, scouts will use their skills during the evening event, to ward off the approaching zombie hords.

Saturday Night Time Event: Zombie Invasion

Awards and campfire

Sunday Event: Assessment and Recovery

The survivors are accounted for, casualties and other losses recorded, and a reckoning of who 'won' the Apocalypse will be determined.

Camp must be vacated by Noon, Troops may leave once they receive their patches and are released by the ZRTT.

Competition and Activities

The weekend will be filled with FUN and competition. Scouts will compete as a Team (4-8 Scouts). Several activity stations will be set up throughout the Camp.. Scouts will compete by participating in a variety of activities which requires Scouts to demonstrate basic scouting skills, team work, problem solving and most of all, show Scout Spirit!

Extra activity

If you want to participate in the Colour run bring clothes that could possibly get ruined.

Contests:

There will be a lashed gateway contest and a zombie costume contest

Dutch oven competition, Push Karts

Zombie Apocalypse Event Descriptions and Scoring Guidelines

1. Fortify your defense* (GATEWAY)

Scouts will have to provide staves and ropes to lash a Zombie barrier,(gateway) at your campsite, using square, round and diagonal lashings.

Troops only

2. Find the Cure:*

Each patrol will have to secure 3 components of the Zombie Cure. Each of the 3 will be located at undisclosed stations on the grounds.

3. Be Prepared to Bug Out *

Each patrol will be given 15 minutes to properly pack a Ten Essentials survival Bug OUT bag. You will have to choose the items that are appropriate. The ten Essentials are needed to gain all the points, however, you can add in bonus points to boost your score or even them out.

This can be achieved by finding some recommended supplements to the original ten essentials.

Troops. Know your 10 essentials

Cubs: 6 essentialsfor camping

4. Infected Leader Event

Instructions, will be provided to each Patro at Flag Raising. Scouts will need to and then secure their “infected” but stunned leader. This will involve a long rope and tying a clove hitch/ square knot around the infected leader without or touching the “victim” and then transporting him to the Checkpoint Alpha . know how to identify and tie the following knots at minimum,
Troops: Square, clove hitch, bowline, taughtline, 2 half hitches,
CUBS: square

6. Pyromania Event: *

An alternative method of lighting a fire will be used, such as steel wool and a battery. Scouts bring their own tinder (no paraffin, accelerants, or artificial starters). You will be burning rope.

Troops only.

7. Move the Zombie Virus Event:

You have found yourselves in the middle of a Zombie crisis. Unfortunately a Zombie Virus has been found and any contact with it runs the risk of it 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 Virus into the containment box without dropping it. Dropping the Virus will cause it to break in multiple pieces creating a worse clean-up situation. Be sure not to contact the Virus 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 inside unless disarmed by the Zombie control team. This prevents Zombies from learning the secrets of the containment box.

8. Zombie Apocalypse First Aid Scenario *

Victim Injuries:

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.

Cubs: know how to treat cuts, scratches, sunburn, poison ivy

9. Zombie Escape room

Unlock the secrets of the Zombie room without getting eaten.....

10. Toxic Sludge

Carefully search through the toxic sludge to solve a riddle

11. Archery

take out as many zombie pots (pumpkins)
as you can in 5 arrows

12. Minefield

Using teamwork you will need to work together to survive the minefield and bring your patrol to safety.

13. BB/sling shots

You will need to hit as many shots in the target as you can in 5 minutes

14. Tomahawk throw (cubs)

15. Apocalypse trivia

16. Floor is spilled zombie virus

There will be a food truck to purchase food and drinks during the day, Thank you
Chippewa Chapter



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