

Are you prepared for the Zombie Apocalypse???



APRIL 25 - 27
Gamehaven Scout Camp

2026 Spring Camporee

ARE YOU PREPARED - APRIL 25-27

WELCOME! Gamehaven Council is excited to host the 2026 Spring Camporee. We welcome you to Gamhaven Scout Camp as your units learn Emergency Preparedness skills to survive the Zombie Apocalypse. The weekend will be a test of Scout skills, knowledge, teamwork and common sense.

Please carefully read through this Guide to be sure that we have covered all the details for this year's event. If there are any questions, please contact one of the Camporee Contacts on the web site.

We also ask that you be sure to cover the Camporee details with **ALL** your scouts and adult leaders **well** in advance of the event so that they can be as prepared as possible leading to maximum enjoyment at the Camporee.

Cost of the Event: The fees for attending any part of the Spring Camporee are as follows:

- No Charge for Scouts and Arrow of Light Cubs. Registration for this event is covered by your annual Council Fees and family donors like you. Thank you!
- \$10.00 per Adult / Arrow of Light Adult

Registration & Payment for Scouts and Arrow of Light Cubs and Adults is open on line at
<https://scoutingevent.com/299-springcamporee26>

Units participating in the Camporee should plan to arrive no earlier than 5:30pm and no later than 7pm on Friday.

Are you prepared for the Zombie Apocalypse Event

Year: 2026

Location: Gamehaven Scout Camp

Mission Objective: SURVIVE

Two years have passed 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, your 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, learn and demonstrate survival skills needed to survive the Apocalypse and ultimately shelter in your Zombie proof barricade - Ready to inoculate the Zombies and save the City.

Good luck, Scouts. You will need it.

Event Overview

Friday Night Check-In: Quarantine and Isolation

Time: Gates open at 5:30 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 camp.

Each unit will be provided directions to a list of ingredients to located around camp. These ingredients will be used to create the zombie inoculation serum. The directions will involve wayfinding clues of some type to each of the 6 ingredients. This Serum will be one of the elements to the campsite preparedness inspection.

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

9:00 PM: All-Camp Briefing

A Unit Leadership meeting (SPL, ASPL, SM, ASM) will 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, and tasks for the weekend.

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 Morning program 9am – noon: Six 30 minute sessions. These will need to be close together to minimize travel time and it was thought we should use a different part of camp than used for Winter Camporee. Possibly use the Pavillion and the Killen Trail loop. Each session will need to accommodate up to 40 Scouts. Ideally we can keep them in smaller units at the session for better Scout participation.

We will need a champion for each of these stations to ensure a complete plan write up by the March 10th Camporee Planning meeting.

1. Fake Injuries – Groups will use first aid skills to treat the victim of a Zombie Attack. We will need several people to create the fake injuries and observe and discuss the treatment by the group. Possibly add an improvised stretcher (requirement 6)
2. Drinking water – a strange Zombie virus has infected the water supply. Units must build a fire and boil water to survive.
3. Build a survival kit using a checklist from the Eprep pamphlet. Requirement 2c or 8c
4. Zombie virus containment.
5. Aspects of emergency preparedness Jepoardy: prevention, protection, mitigation, response, and recovery. Scouts to review in their Troop meetings videos and lessons from requirement 1 .
6. Fire Safety

Saturday Afternoon program

1-2pm - Lost Scouter Search

2-3:30pm – Free time in campsite getting ready for preparedness inspection.

3:30pm-4:30pm – Campsite preparedness check. Serum ingredients, Zombie Barricade construction, Review of results from each morning session – how well are they prepared.

Non-Scheduled Activities

Zombie Innoculation Serum – Scouts will navigate clues around camp to locate the ingredients required to Innoculate the Zombies

Zombie Barricade Building: Scouts will lash a barricade using square, round, and diagonal lashings to provided specifications.

Elements of Preparedness Inspection:

- 1) Barricade Construction to specifications
- 2) All serum ingredients located
- 3) Participation elements from morning stations
- 4) Participation in lost camper

All participants will receive a unique event patch. Patches will be given out to an Adult Troop Leader at unit checkout. Extra patches may be purchased if available.

There will be a limited amount of firewood available for troops camping overnight. Not all troop camping sites will have an established fire rings so troops should be prepared to make a leave-no-trace fire if needed. Water will be available at either the Admin Building or Commissary.

Troops camping may have 1 vehicle pulling trailer drive to assigned campsite.

Only staff vehicles will be permitted driving inside camp during Program times. All other vehicles must remain in GSC main parking lot. Exceptions for specific individual needs will be worked out during registration.

Troops are encouraged to invite the AOL scouts and adults from their feeder packs to participate in the Camporee. This is a great way to generate excitement prior to cross-over of the AOL Scouts.

Units with less than 6-8 scouts attending are recommended to partner with another unit to ensure adequate time to prepare the barricade and gather the serum ingredients. Please let Camporee staff know which unit you are partnering with so we can co-locate you in camp to make it easier to work together.

Are You Prepared for the Zombie Apocalypse Schedule

FRIDAY			
Time	Event	Location	Owner
5:30pm -	Unit Check-in Opens	Admin Building	
7:00- 8:15pm	Friday Night Leader Social	Dining Pavillion	
8:15-8:45pm	Adult Leader Meeting	Dining Pavillion	
9:00pm - 9:30pm	SPL Briefing	Dining Pavillion	
10:30pm	Lights out		
SATURDAY			
Time	Event	Location	Owner
6:30am - 8:00am	Reville and Troop Breakfast	Campsites	
7:00-8:00 am	Staff Breakfast	Dining Pavillion	
7:45am - 8:00am	Staff meeting	Dining Pavillion	
8:45am	Opening Assembly/ Flag Raising	Trading Post Flagpole	
9:00am -noon	Zombie Survival Lessons	See Station Guide	
Noon - 1:00pm	Lunch		
1- 2:00pm	Lost Scouter Search	Various Locations	
2-3:30pm	Troop Free Time to Prepare	Campsites	
3:30-4:30pm	Zombie Unit Preparedness Inspection	Campsites	
4:45pm	Flag Retirement	Trading Post Flagpole	
5:00pm - 7:00pm	Patrol / Troop Dinner time	Campsites	
5:00pm -6:30pm	Staff Dinner time	Dining Pavillion	
7:00pm	Interfaith Service and Closing Campfire	Tenuchin Fire Bowl	
10:30pm	Lites Out		
SUNDAY			
Time	Event	Location	Owner
7:00am - 7:30am	Staff Breakfast	Dining Pavillion	