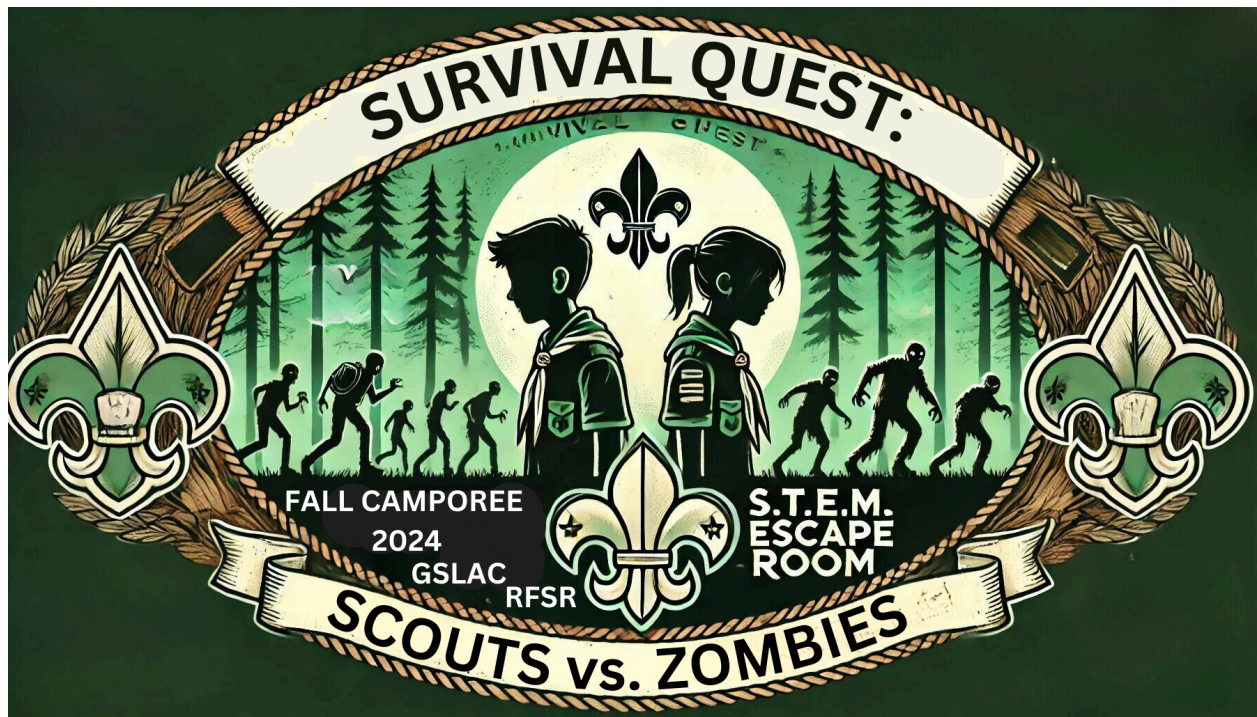


**Central Illinois
Scouts BSA
2024 Fall Camporee**



**SURVIVAL QUEST:
SCOUTS vs. ZOMBIES**

**NOVEMBER 1-3, 2024
Rhodes France Scout Reservation
5th grade-17 years old**

CAMPOREE SCHEDULE

FRIDAY, NOVEMBER 1

CHECK-IN: 5 to 8 PM

Check in at Foster's Registration Building in the parking lot.

IMPORTANT NOTE: If you need to check in outside the listed times on Friday or Saturday, please contact the Camp Chair at least 5 days in advance. Text Chris at 217-549-5271 with your name, unit, and expected arrival time.

We need a headcount for the following events:

- **Friday Night Bonfire and Food:** Please let us know how many will attend so we can have enough food.
- **Saturday Camporee Night Bonfire, Food, Zombie Food Competition, and Zombie Party (5:30 PM):** We need a headcount for this event too! Each unit should bring at least one dessert and one snack to share. For the food competition, units can bring any type of dish to share—it doesn't have to be just a dessert or snack. Examples include Dirt Pudding or Finger Sandwiches. For drinks, you could bring something fun like Witch's Brew.

Awards:

- Spookiest food presentation (not gross!)
- Most creative food presentation
- Funniest food presentation
- Camporee's Choice Award
- Costume Competition: Best dressed, funniest, and most creative zombies. Adults are welcome to compete!

Scouts vs. Zombies Awards (by divisions):

- First Aid Gurus Award
- Super Sleuths Award
- S.T.E.M. Geniuses Award
- "Knowledge is Power" Award

Patrol Competition Divisions:

- AOLs only
- New Member to Tenderfoot
- Second and First Class
- Mixed ranks and any rank above First Class

Each patrol should have 3 to 5 scouts. AOLs must stay with other AOLs and have 2 deep leadership with them at all times. Lone Scouts or units without enough members for a full patrol can still participate—we will merge them with another patrol. If the combined patrol earns an award, both units will receive the award.

Important Information:

- Each patrol needs **at least 2 charged cell phones** for use during the event.
- **Scoring:** The entire patrol earns points as a group.
- **Check-in After Each Activity:** After every activity, patrols **must** return to the “Base Station” for instructions on the next location. Failure to do so may result in delays with the Leader escorting them for the rest of the event. It may also result in the loss of all previous points. It’s important that we know where all Scouts are at all times.

SPECIAL INSTRUCTIONS FOR SCORING

Each station will have a clipboard, pen, and time card. Each Patrol should have a scorecard for every event they attempt.

- A Patrol can earn partial points for any event they attempt but do not complete.
- If a Patrol does not gather all the clues in the allotted time, they will be given a Zombie Attack card. These cards will include an injury, and the Patrol will need to report to the check-in point and then go to the 1st aid station.
- If a Patrol has difficulty finding clues in an escape room, they can choose to visit the Zombie Supply and Information Outpost.

- **Zombie Supply and Information Outpost**
If a Patrol is struggling with any of the **STEM activities** or **Escape Room challenges**, they can visit the **Zombie Supply and Information Outpost** to gain the knowledge they need to succeed. Patrols who take the initiative to seek extra help will still be able to earn points and continue advancing in the game. They'll receive guidance, tips, and clues that can help them throughout the Camporee.
- **Zombie Attack First Aid Station**
At the **Zombie Attack First Aid Station**, patrols can recover from zombie attacks while earning points and gathering additional clues. This station is designed to keep Scouts engaged, provide a fun experience, and ensure they have the tools they need to survive the zombies.
- **“Knowledge is Power” Award**
Patrols who spend time at the Zombie Supply and Information Outpost to enhance their understanding and overcome challenges can qualify for the **“Knowledge is Power” Award**. This award recognizes those who seek out additional help and display perseverance and problem-solving skills during the Camporee.
- **Points & Success Opportunities**
Both the Zombie Supply and Information Outpost and Zombie Attack First Aid Station offer valuable opportunities to **gain knowledge, stay engaged, and succeed** at the Fall Camporee. Patrols are encouraged to use these resources if needed to keep their experience fun, educational, and rewarding.

Changes to Patrols:

Any changes to the makeup of patrols should be made **during check-in**. If patrols from the same unit need to stay together, please inform us **in advance of check-in**.

Wristbands:

Each Scout will receive a wristband at check-in that must be worn at all times to participate in Camporee events.

Important Note:

Anyone arriving or leaving at a time outside of regular check-in hours (including brief visitors) must check in at the Administration Building. This ensures we know who is on the property for the safety of all Scouts and in case of emergencies.

Wilderness Shelters:

Scouts have the option to build wilderness shelters on Friday or Saturday and sleep in them. If interested, please inform Camp Registration in writing by check-in.

Wilderness Survival and GeoCaching Merit Badge Counselors will be available. Let Registration know if Scouts plan to work on these badges during the Camporee. Participation in shelter building is open to all, even those who have already earned the Wilderness Survival badge.

At the end of the Camporee, Scouts must dismantle their shelters and restore the site to its original condition. Assistance will be available, and a staff member must inspect the campsite before checkout.

Friday Night Events:

- **7:00 - 9:30 PM:** Gaga ball under the stars at the Friendship Circle, with a bonfire to keep you warm. Scouts will be provided with two hot dogs, ramen noodles, vegetables, fruit, and marshmallows. Drinks will be provided, but Scouts should bring their own cups and plates. Feel free to bring extra snacks if your Scouts are big eaters.
- **10:00 PM:** Quiet time and sleep.

Saturday, November 2:

- **7:15 - 8:15 AM:** Check-in at the Base Station to get campsite assignments and finalize patrols for Units who are just arriving who did not spend Friday night.
- **8:00 AM:** Volunteer briefing in Administration Building.
- **8:45 AM:** Opening ceremony and briefing at the flagpoles.
- **9:00 AM:** Begin your adventure! Get your first assignment at the Base Station. Each patrol must return to the Base Station after each assignment in order to get their next task. Patrols who do not will be heavily penalized and will have to wait until their Scout Leaders can be reached. Will you survive the Zombies?
- **12:00 - 1:15 PM:** Lunch at the unit campsite.
- **1:15 PM:** Meet at Base Station for briefing and next location assignment.
- **3:15 PM:** Return to Base Station and get time assignment for the journey to the Zombie Village. After surviving, Scouts have the option to build wilderness shelters. Then, get ready for the Scouts vs. Zombies party and potluck!

Saturday Evening Events:

- **5:30 - 9:00 PM:** Camporee Potluck, Bonfire, Zombie Party, and Night Activities! Join us for night geocaching, a zombie night hike, tug of war, music, contests, and more.

Awards:

- Spookiest food presentation (not gross!)
 - Most creative presentation
 - Funniest presentation
 - Camporee's Choice Award
 - Best dressed, funniest, and most creative zombies
- **Scouts vs. Zombies Awards (by divisions):**
 - First Aid Gurus
 - Super Sleuths
 - S.T.E.M. Geniuses
- **10:00 PM:** Quiet time and sleep.

Sunday, November 3:

- **9:30 AM:** Scout-led religious service. Camp concludes.

Thank you for joining, and see you next year! For constructive comments or to volunteer to help on next year's camporee committee, please text Christina at 217-549-5271.

Stations & Patrol Guidelines:

The course will be run in a "spoke and wheel" format, with patrols returning to the Base Station after completing each assignment. If a patrol receives a "Zombie Attack" card, they will be directed to either the First Aid Station or Zombie Outpost, earning points at both locations.

Changes to patrols should be made during check-in. Patrols must stay on track, and Scouts will face penalties if they fail to follow the schedule. Any cheating will result in disqualification.

Scout Supplies Allowed:

Each Scout may carry a backpack with first aid supplies, a water bottle, and any necessary emergency items (like inhalers). No other supplies brought from home, except cell phones, may be used during the event.

Stations:

1. Base Station
2. Escape Room
3. Zombie Supply and Information Outpost
4. Zombie Attack First Aid Station
5. Escape Room
6. Tomahawk Throwing
7. Escape Room (in the dark)
8. Escape Room

GENERAL CAMP RULES

Rules are made for the safety of participants, the protection of the facility, and to provide fairness to all. Unit leaders are asked to help ensure that safety is maintained at all times.

- All camporee participants and staff must adhere to The Guide to Safe Scouting.
- No firearms, bows & arrows, or ammunition may be kept in the possession of any Scout or Scouter.
- No fireworks of any kind are permitted on camp property.
- The cutting of live trees is NOT permitted.
- Closed-toe shoes must be worn in camp at all times.
- Pets are not allowed at camp. Please, for the safety of other campers and the pets, leave them at home.
- No alcoholic beverages or drugs are permitted on camp property.
- Tobacco use is not permitted in or around campsites or event venues during the camporee. Adults may only smoke in the designated smoking area behind the Commissary Building.
- No riding in the back of pick-up trucks.
- The buddy system is in place at all times. We are hoping to have the camp store open. The typical supply of items will be available for sale. Hours will be announced during Briefings.

CAMPOREE PROCEDURES

Arrival: Troops can start arriving at Rhodes France from 5:00 PM on Friday, November 1. All vehicles should be parked in the parking lot, and we recommend loading as much gear as possible into the Troop trailer. While trailers can be taken back to the campsites, no other vehicles are permitted.

Check-In: Upon arrival, the unit leader should go to the Registration Building to check in. Here, you'll confirm your unit's registration and receive any last-minute camporee updates. Please inform the Camporee Staff of any Scouts planning to work on partial Merit Badges, such as Wilderness Survival or GeoCaching. Scouts can earn a partial while at camp. Campsite assignments will be pre-determined, so make sure to request your preferred site when registering online.

Activities: All Patrols will receive a map and their assignments on Saturday morning at the Base Station, right after the flag ceremony and briefing. Scouts must stay with their buddies at all times, and adult leaders need to provide supervision to ensure everyone's safety. Since Scouts will always be within sight of adults, shared adult leadership is acceptable.

Toilet & Shower Facilities: The shower house at Rhodes France will be available for use during the Camporee—fingers crossed!

Meals: Units are responsible for their own meals throughout the camporee, except for Saturday's Scouts and Zombies Dinner Party. Please bring an entrée and dessert, along with your own dishes, cups, and utensils. You're welcome to bring an additional dish to share. Don't forget to take all your garbage to the dumpster by the end of the weekend.

Water: Please bring your water in jugs. Camporee Staff will come around to refill. Water on site will probably not be available due to cold weather.

First Aid: Routine, non-emergency first aid is the unit's responsibility. Major injuries must be reported immediately to the Camporee Health Officer. The Health Office is located in the Administration Building.

Depending on the severity of the injury, it is also appropriate for an adult leader to call 911 and inform camporee staff immediately that a call has been made.

Medical Forms: It is each unit's responsibility to ensure each participant has a current Annual Health and Medical Record (Parts A & B). 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 remain at the camporee. All medications, including over-the-counter and prescription medications, that are brought to camp are the responsibility of the unit leader and must be kept locked in the campsite or a vehicle.

Pre-Event Medical Check: Before traveling to the camporee, each youth and adult participant should self-screen to ensure that they are not currently sick or unwell.

Smoking: No smoking (including E-Cig) will occur in the presence of youth. Any smoking will be in accordance with all applicable BSA/Scouts America rules and regulations and in the designated area only (behind the Commissary).

Alcohol & Drugs: The use of alcohol and controlled substances during the camporee is strictly prohibited and is grounds for expulsion from the camporee and the Boy Scouts of America.

Check-Out:

Units may depart as early as 9:30 AM on Sunday.

A member of the camporee staff must inspect your campsite before you leave.

Prior to the 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

Please be sure to stop by, pick up your patches, and let us know when you are leaving! It's important for safety that we know who is at camp and who has left at all times!

GENERAL PACKING LIST:

- Backpack or sack
- Change of warm clothes (socks, shoes, underclothes, pants, shirt, hoodie, etc.)
- Spare pair of shoes
- Spare hoodie or alternate jacket
- Water bottle
- Sleeping gear
- Personal toiletries
- Personal first aid kit
- BSA Handbook
- Scout uniform
- Rain gear
- Cell phone, if they have one
- Patrol flags and equipment
- Zombie costume optional (See categories for competition)
- Fire Starters (home-made)