

# SURVIVING THE ZOMBIE APOCALYPSE

**MINSI TRAILS COUNCIL FALL CAMPOREE**

**\$8.00/person**

**Registration Closes at 5 pm on Friday, October 11, 2024**

**Space is limited. Registration closes as soon as we reach capacity.  
Due to limited parking spaces please carpool.**

**Register at: <https://scoutingevent.com/502-2024mtccamporee>**

**October 18-20, 2024**

**Camp Minsi, Pocono Summit, PA**

Scouts embark on an exhilarating journey to test their survival skills in a simulated post-apocalyptic world infested with zombies. Scouts will navigate challenges ranging from building zombie-proof barricades to mastering essential survival techniques like first aid and fire-building. Each activity is designed not only to hone practical skills but also to foster teamwork and quick decision-making under pressure.

Scout patrols will compete in tasks that require strategic thinking and agility, earning points for their ability to navigate through zombie-infested territories and execute missions with precision. The Zombie Apocalypse Camporee promises an unforgettable experience where scouting meets the thrill of surviving the unknown, preparing scouts for any challenge they may face in the future.

**Upcoming events:**

November 13, 2024 — Lehigh District First Aid Meet, Ag Hall Allentown Fairgrounds

February 22, 2025 — Arctic Adventure, Camp Minsi, Unit can reserve sites to camp overnight

April 25-27, 2025 — MTC Spring Camporee, Camp Minsi — STEM Challenge

October 24-26, 2025 — MTC Fall Camporee, Camp Minsi

## Welcome to the Minsi Trails Council Fall Camporee

We have a big weekend planned for you and your Scouts. All Scout Troup and Venture Crews are invited. The theme is: “Surviving the Zombie Apocalypse?”

This is a great opportunity for unit camping, Patrol Competition, and Inter-unit Fellowship. Units will be assigned one or more patrol sites within Camp Minsi’s existing summer camp campsites. This event will strengthen the Patrols and Troops as they participate in this great event.

## Registration

All participants must be registered to attend the Camporee. This includes Scouts BSA, Venturers, and adult leaders. The deadline for registration is 5pm on Friday, October 11, 2024. **No onsite registrations will be permitted.**

The online registration form will ask for the names of the patrols that your unit is bringing as well as the names of all the adult leaders. To make it easier for the volunteers running the stations, the scoresheets are being preprinted with the district, unit, and patrol name that was submitted during the registration process. The camporee organizer will verify the leaders are registered with Scouting America and their YPT training is up to date using [my.scouting.org](https://my.scouting.org).

If you need to change a patrol name after registration closes, please contact the event organizer prior to 5pm on Thursday, October 17, 2024, so the score sheets can be updated accordingly. Requests for changes that are received after that time cannot be guaranteed.

## Forms

You must have the following forms (from the back of this guidebook) with you at the time of check in at camporee:

- Unit Roster
- Skit/song name & alternate for the troop at the campfire program (there is a section on the roster where this can be indicated).

Your unit leadership must have in their possession a completed BSA Health Form (Parts A and B) for every youth and adult attending the camporee for any amount of time. This form can be found at:

<https://www.scouting.org/scoutsource/media/forms.aspx>

*NOTE: Part C of the Health Form is NOT required as camporee does not exceed 72 hours*

It is the responsibility of each Troop leader to maintain control of the medical forms for each of their Scouts participating, and to provide Camporee Staff with quick access in case of an emergency. If the Troop leader must leave the grounds for any reason, they need to transfer control of the medical forms to another Troop leader.

Part A of the medical form includes the BSA Talent Release Agreement. If any participant elects not to sign the Talent Release Agreement, please bring this to the attention of the Camporee Staff when you check-in. If there are any medical conditions or considerations for any of your Scouts, please bring these to the Health Officer’s attention at check-in as well.

## Youth Protection Requirements

All adults must be current with their Youth Protection training to attend the camporee. To be considered current, the adult MUST have completed their Youth Protection training on or after October 21, 2022.

## Cost

Cost shown are per person.

Scouts BSA or Venturers	\$8.00
Adult Leaders	\$8.00

Registration/payment is done online found at: <https://minsitrails.org/event/2024-minsi-trails-council-fall-camporee/3066063>

**If payment has not been made through the registration page, the Council office must receive it by 5pm on Thursday, October 17, 2024. We are not setup to accept payments onsite.**

## Check-In on Friday

Check in is at the Ad-Pad pavilion next to the main parking lot. Campsites will be assigned at check-in and will be determined by the number of campers in each Troop.

Parking will be at a premium, so it will be more important than ever to rideshare and economize travel to include as few vehicles as possible. Please be Kind and Courteous to our Staff as they do their best to facilitate a fun event for you and our Scouts.

To prevent congestion on the narrow road to the sites, each Troop will be permitted to take one vehicle back to their assigned site to unload gear. After the gear is unloaded, it is requested the vehicle be returned to the main parking lot. There is a limited amount of space to neatly park your Troop trailer within your designated campsite boundaries. If your trailer cannot completely fit within your designated campsite boundaries it will need to be parked in the main parking lot.

If your unit is unable to arrive at Camp Minsi during the check-in time, please contact the event organizer prior to the start of the camporee to make other arrangements.

## Setting Up Your Campsite

Be prepared with tents and rain shelters. These are general guidelines for setting up your campsite.

- Do not block access road with vehicles or gear.
- Patrols/Troops setup camp.
- Set up dining fly first – put gear under it to protect from weather.
- Set up tents – then move personal gear into tents. Lay out sleeping gear.
- Set up cooking and eating areas, secure water, and fuel supply.
- All fires must be in established fire rings.

The summer camp tents and cots will no longer be on the platforms. You can put a tent on these platforms to avoid the rocks.

In the event the camp's water needs to be turned off prior to the camporee, water can be obtained from a spigot at the maintenance shed near the entrance to camp.

## Health Officer

Donna Rex-Frantz is the health officer for the camporee. The Health Lodge will be staffed throughout the event. She can also be reached at: 484-239-0152.

Surviving the Zombie Apocalypse – Event Guide – 2024 Minsi Trails Council Fall Camporee

## Incident Reporting

Incident reporting strengthens Scouting America's safety culture, benefiting everyone involved. It raises awareness of potential risks, prompting swift preventive actions. Additionally, it drives improvement by highlighting systematic issues and refining policies for higher-risk activities. This cycle of awareness and enhancement ensures a safer and better scouting experience for all.

Timely, clear, concise, and complete incident reports allow for an appropriate response and an opportunity for analysis while promoting continuous improvement of our programs.

Scouting America defines three categories of incidents: incident/general liability, membership infraction/youth protection, and near miss.

A "near miss incident" refers to a situation in which an event or series of events occurs that could have resulted in an accident, injury, property damage, or other negative outcome, but due to fortunate circumstances or timely intervention, no actual harm or damage occurs. Near misses with clear lessons learned can bring to light opportunities to improve safety performance or program practices.

The Scouting America's website on incident reporting provides this example as to what is a "near miss incident." Imagine riding your bike down a hill and almost hitting a big rock. You quickly stop and steer away, avoiding a crash. That's a near miss incident – you almost had an accident, but you stayed safe by acting fast.

A "incident/general liability incident" is an allegation of bodily injury, illness, or property damage.

A "membership infraction/youth protection incident" is an incident that relates to behavior that puts a Scout's safety at risk, such as youth protection violations, allegations of abuse, self-harm, etc.; or one that calls into question a registered leader or youth member's continued registration with Scouting America.

Forms to report incidents are available at the camporee HQ and all incidents must be turned into Brian Dungan at the Council office within 24 hours of the incident. The camporee HQ staff will collect all the forms and forward them onto Brian Dungan for processing.

## Interfaith Service and Catholic Mass

At 7:30pm on Saturday evening, Catholic Mass will be held in the dining hall and an Interfaith Service will be held in the Chapel (both locations are weather permitting). Scouts and leaders are encouraged to attend one of the services.

The Interfaith Service is open to all Scouts and leaders, regardless of their beliefs. If your Troop has a Scout or Chaplain-Aid that is interested in assisting with this service, please inform the Camporee HQ by 5pm on Saturday afternoon.

Arrangements have been made for a priest to celebrate mass at the camporee. The priest has requested that we provide them with a count of the number of people who we expect to attend Catholic Mass so they can prepare the correct number of hosts. If possible, please provide this information at check-in.

## Check-Out

All units are asked to follow the “Leave No Trace” camping guidelines.

Please fill out the Camporee Evaluation form you will be provided on-site. We would like to have your feedback on the Camporee and how we can make it better for you and your Scouts. Your feedback is important to us, so we can evaluate and make improvements. There is no need to check out with anyone on the Camporee Staff prior to leaving camp.

## Event Information

A Scoutmaster/Advisor and Senior Patrol Leader will meet at 9:00 pm, Friday night at the Dining Hall. At that time, Saturday information will be distributed. Each Patrol should gather at the Parade Field by 8:30am, Saturday morning for the Opening Ceremony. Patrol competitions will begin at 9:00 am and conclude at 5:00 pm.

There will be a scheduled break for lunch between 11:30am and 12:40pm. Scouts will be able to return to their campsites for lunch. Afternoon stations will start promptly at 12:40pm.

Coffee will be available for the leaders at the Camporee HQ – Wilcox cabin.

## Assistance Needed

To make this camporee a success, we need your help! We have opportunities for both Scouts/Venturers and adult leaders.

We are looking for Scouts to assist with the opening colors on Saturday and for different parts during the Interfaith service. If you have members of your Troop interested in assisting with either of these activities, please bring their information to the SM/SPL meeting on Friday night.

We are also looking for adult leaders to help with some of the various stations to make sure they run smoothly. If interested, please let the camporee staff know or check the appropriate box on the camporee unit roster.

## List of Materials Needed for Each Patrol

- 1 Scout Handbook per patrol
- 1 Scout neckerchief per scout
- 1 patrol flag
- 1 patrol yell
- 1 or more writing implements
- Tinder, kindling, fuel wood – used fire building station.
  - No kiln-dried wood
  - No dried grasses
  - No man-made materials (i.e. commercial fire starters, etc.)
    - Station leads have final determination on what is a man-made material
- Steel wool and battery/flint and steel/fire bow/any method to light a fire that does not involve matches
- SPAM and/or twinkies for use in the cooking competition
- Lots & lots of Scout Spirit

## The Rules

This Camporee will be great fun and a memorable adventure for all who attend. Your Camporee Staff wants this to be a SAFE activity without injury or mishap. To plan for that goal, we have established a few Commonsense Rules that will make the Camporee more enjoyable for all.

**Leadership:** At least two registered adult leaders must be present on camp property during the Camporee. The Camporee Committee wants to remind all adults that this Camporee is for the Scouts to enjoy. Please use the Patrol Method at all times.

**Scout Oath & Law:** The Scout Oath and Law are expected to be practiced by all attending the Camporee.

**Campsites:** Campsites are assigned based on the number of Scouts that are registered. Based on the projected number of registrations, troops will be assigned one or more patrol sites within the summer camp troop campsites.

**Food:** It is each Troop's responsibility to provide all meals and snacks for themselves. Each Troop is responsible for the cleanliness of their campsite and for packing away their own trash after the event.

**Food Storage:** Each Troop is responsible for supplying their own secure food storage containers.

**Water:** Water is available at the maintenance shed. Provided the camp's water is still on, it is also available at the central showers and in each site. Plan on bringing a water jug to carry your water from where the water will be located.

**Fires:** Fires will be allowed in the campsite only in established fire pits. Fuel stoves and lanterns are allowed.

**Fireworks:** Fireworks are not allowed.

**Restroom Facilities:** If the camp water is turned on, restrooms will be located at each site. If the water is turned off, there are open pit latrines located throughout the Camp. Scouts should help keep them clean. (Bring extra toilet paper)

**Lantern & Stoves:** BSA Policy on fuels will apply. Only adults will refill all lanterns and stoves. Fuel must be stored away from fires and cooking area and absolutely **NO LANTERNS OR FLAMES IN TENTS.**

**Patrol Size:** Patrols should have between four and eight Scouts. It's recommended that if the patrol is larger than eight Scouts that you split them up into a 2nd patrol. Any participant that leaves early must notify their Unit Leader.

If you have less than four Scouts that want to attend, we will work to combine your patrol with another small patrol. Each troop will still need to have the appropriate two deep leadership, regardless of the number of Scouts attending.

**Parking:** All vehicles will be expected to park in the designated parking lot. **NO VEHICLES WILL BE PERMITTED IN THE CAMPING AREA DURING CAMPOREE WITHOUT AUTHORIZATION.** Special Needs will be taken care of on an individual basis.

**Clean Up:** Each unit's adult leaders will be responsible for ensuring that their campsite is clean prior to leaving. All trash must either be placed in the two full metal dumpsters on the right side behind the dining hall or leave with your Unit. The dumpsters by the dining hall on the left side are for cardboard only. Leave No Trace! Please notify the registrar if your unit will be leaving early.

## Directions to Camp

### From PA Route 22:

Follow Interstate 22 east or west. Exit onto Route 33 North towards Stroudsburg. Follow Route 33 for approximately 20 miles. Exit onto Route 80 West towards Hazelton. Follow Interstate 80 for 9 miles, exiting onto Route 380 North. Take Exit 3. At the stoplight at the top of the ramp, turn left. Follow route 940 West for 1.1 miles. The camp entrance is on the right across from the Pocono Mountain Regional Police station.

### From PA Interstate 80:

Follow Interstate 80 east or west. Exit onto Route 380 North. Take Exit 3. At the stoplight at the top of the ramp, turn left. Follow route 940 West for 1.1 miles. The camp entrance is on the right across from the Pocono Mountain Regional Police station.

### From PA Route 476 NE Extension:

Follow the NE Extension of the PA Turnpike to Exit 95 (I-80 and Route 940). Follow Route 940 East for approximately 20 miles. The camp entrance is on the left across from the Pocono Mountain Regional Police station.

## Schedule of Events

### Friday, October 18, 2024

6:00 pm – 8:30 pm	Units arrive. Check-in at Ad-Pad pavilion. Camp setup begins.
9:00 pm	Senior Patrol Leader & Scoutmaster meeting – Dining Hall
10:30 pm	TAPS/Lights Out

### Saturday, October 19, 2024

8:30 am	Colors at parade field
9:00 am – 11:30 am	Stations open
11:30 am – 12:40 pm	Stations closed for lunch
12:40 pm – 5:00 pm	Stations open
5:00 pm – 7:30pm	Dinner at campsites
6:15 pm	Cooking competition submissions due at Wilcox Cabin
7:30 pm	Catholic Mass – Dining Hall
7:30 pm	Interfaith Service - Chapel
9:00 pm	Campfire & Awards Ceremony
11:00 pm	TAPS/Lights Out

### Sunday, October 20, 2024

6:00 am – 11:00 am	Troops/Crews depart camp
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## Events

### Campfire Cup Test

Boiling water is a good way to ensure water is safe to drink. Following the Zombie Apocalypse durable containers will be in short supply. The Scouts will be challenged to boil water in a paper cup, starting a fire using alternative methods such as steel wool and a battery.

### Defend the Camp

Practice using a .22 rifle to defend the camp from the Zombie hoard by shooting at targets. This station is not scored.

### Secure the Campsite

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 barrier across the opening between you and the Zombies!

### Escape through "Barbed Wire"

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 holes in a barbed wire web without touching the wire, one hole for each team member (or you sound the alarm, and the Zombies know where you are). Hurry up. You only have so much time before the Zombies find you anyways. How many of your patrol members can escape to safety before time runs out?

### Move the Zombie Head

Your patrol has found a zombie head, and you must dispose of it safely without spreading the virus. Can you safely pick up the head and place it in the biohazard container without getting near it? Remember, Zombie heads can still bite and infect you. Don't forget to work together as a Patrol, or the head you lose may be your own.



## Zombie Apocalypse First Aid Scenario

During a zombie apocalypse injuries are bound to happen. Your first aid skills will be tested to help treat the injured during the apocalypse.

### Infected Leader

A Scout is prepared for the unthinkable to happen - a leader/SPL/PL has been bitten by a zombie. The Scouts will need to practice securing an infected but stunned person. They will use a long rope and tie a clove hitch around the infected person without the patrol members letting go of the ends of the rope or touching the victim.

### Zombie Rescue

While hiking through Camp Minsi, two members of your patrol wander off and fall into a zombie trap. Your task is to rescue the two scouts from the trap using three ropes. Scouts must join the three ropes using a proper knot based on the rope's diameter and the rescued Scouts must secure themselves to the rope using a rescue knot. Rescuers are only permitted to use one hand to tie knots. Once each Scout is rescued bonus points can be earned by constructing a lifesaving line with a gallon jug of water attached and aiming for the ground target.

### Survival Chef Showdown

The only two foods that are guaranteed to survive a Zombie Apocalypse are SPAM and twinkies. The Scouts will be challenged to make an edible dish using one or both ingredients. Additional points awarded to using both ingredients. Scouts are permitted to use other ingredients besides SPAM and twinkies. These will be judged by the camporee staff at supper on Saturday. The recipe should be included with every submission. Please be aware that poisoning of the staff will not be looked upon favorably and is grounds for disqualification.

Dishes must be turned in by 6:15pm to the camporee HQ at Wilcox cabin.

### Campfire of the Apocalypse

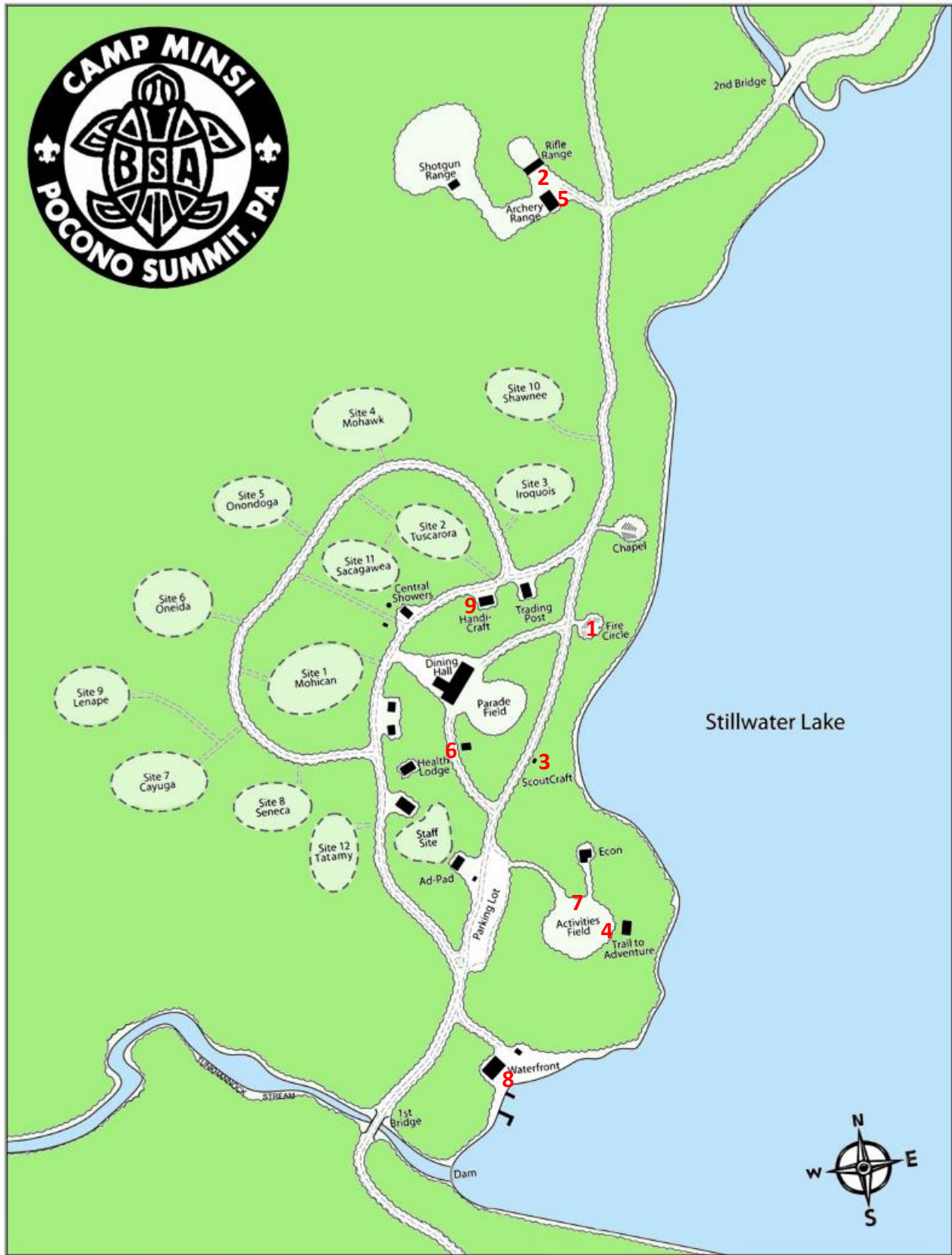
Gather 'round, brave survivors, for an evening of thrills, chills, and campfire camaraderie at our Campfire of the Apocalypse! As the sun sets and the darkness deepens, prepare to delve into a night of spine-tingling tales, dramatic performances, and survival-inspired fun.

Join us as we ignite the campfire and step into a post-apocalyptic world where imagination reigns supreme. Witness the creativity of your fellow Scouts.

Each troop will need to provide the name of a skit/song they will do at the campfire on Saturday night. All the scoring for this event is made up and the points don't matter. An award will be presented to the "best" skit/song as the judge's choice.

All the awards will be presented at the end of the campfire.

# Station Map



- |                         |                          |  |
|-------------------------|--------------------------|--|
| 1 — Campfire Cup Test   | 4 — Infected Leader      | 7 — Escape through “Barbed Wire”                                 |
| 2 — Defend the Camp     | 5 — Move the Zombie Head | 8 — Zombie Rescue  |
| 3 — Secure the Campsite | 6 — First Aid Scenario   | 9 — Camporee HQ – Wilcox Cabin – Survival Chef Showdown Drop off |

## Scoring

Every patrol will be given their schedule, a map of the camp, and the location of each station. At each station, the patrol will have to complete a task or challenge. The patrols will have a limited amount of time to complete that challenge.

Scoring will be done with a passport that can record the score at each station. The passport must be turned into the Camporee HQ/Wilcox cabin by 5:15pm. Turning in the passport on time will award the patrol 25 bonus points.

A patrol can earn a maximum of 100 points at each station. 75 points can be earned for their performance at the station and 25 points can be earned for the Patrol's Scout spirit. All competitions will consider each Patrol's skill, knowledge, and TEAMWORK.

Scout Spirit will be judge by the following:

**Patrol flag at the station:** Yes – 5 points                      No – 0 points

**Patrol yell at the station:** Up to 5 points

**Entire Patrol arriving at the station at once:** Yes – 5 points                      No – 0 points.

**Leadership as shown by the Patrol Leader:** Up to 5 points.

**Cooperation, participation, and enthusiasm as shown by the member of the Patrol:** Up to 5 points.

The judges are looking for total involvement of all members of the Patrol and that the Patrol works well together without bickering, arguing, or yelling at one another.

## Awards

Awards will be presented to the top three patrols that finish the camporee with the greatest number of points.



The winner of the cooking contest will be recognized.



The winner of the campfire program will be recognized.



# CAMPOREE UNIT ROSTER – page 1 of 2

Bring this Completed Form to the Onsite Check-in

TROOP/CREW NUMBER: \_\_\_\_\_

DISTRICT: \_\_\_\_\_

UNIT LEADER: \_\_\_\_\_

ON SITE EMERGENCY NUMBER: \_\_\_\_\_

SENIOR PATROL LEADER: \_\_\_\_\_

SKIT/SONG NAME: \_\_\_\_\_

ALTERNATE SKIT/SONG NAME: \_\_\_\_\_

**PATROL NAME:**

Name	Position

**PATROL NAME:**

Name	Position

**PATROL NAME:**

Name	Position

**PATROL NAME:**

Name	Position

**LIST ALL ADULTS**

(At least two registered adult leaders must accompany and remain with each unit at the Camporee.)

Name	Check if willing to help with a station?
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>

Name	Check if willing to help with a station?
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>

# CAMPOREE UNIT ROSTER – page 2 of 2

Bring this Completed Form to the Onsite Check-in

TROOP/CREW NUMBER: \_\_\_\_\_

DISTRICT: \_\_\_\_\_

**PATROL NAME:**

Name	Position

**PATROL NAME:**

Name	Position

**PATROL NAME:**

Name	Position

**PATROL NAME:**

Name	Position

**PATROL NAME:**

Name	Position

**PATROL NAME:**

Name	Position