

PALMETTO COUNCIL

SPRING CAMPOREE 2024

COULD YOU SURVIVE THE ZOMBIE APOCALYPSE?



April 12-14, 2024

Camp Conley
Clarke

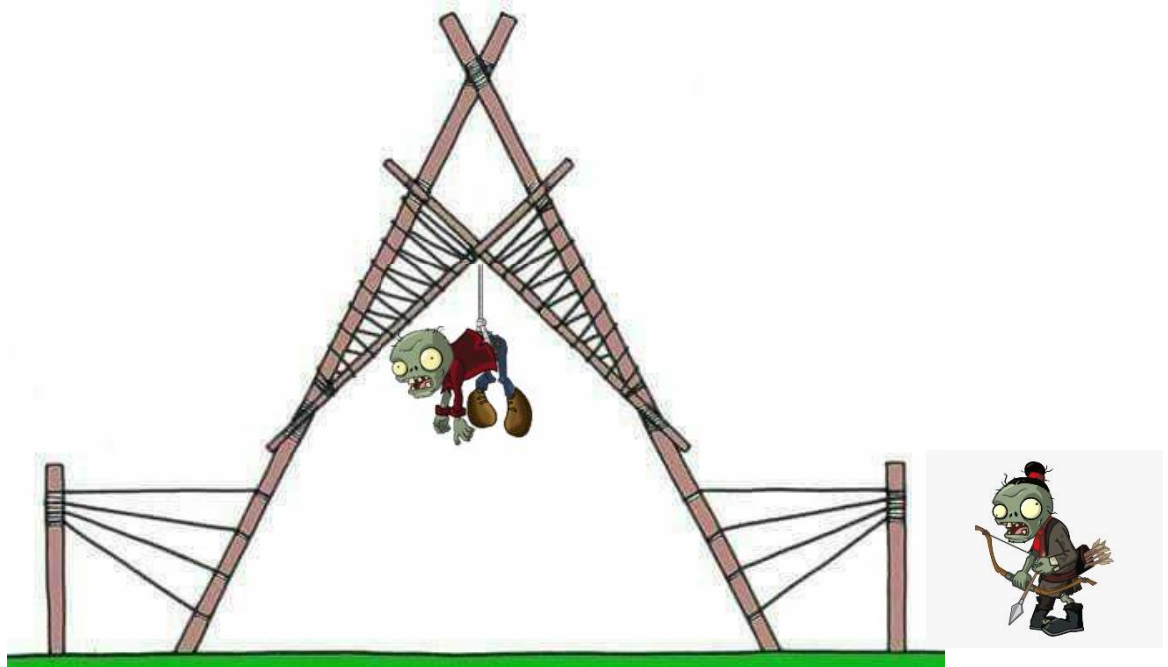
1192 Hickory Grove
Rd, Gaffney, SC
29340

ZOMBIES ARE COMING!!!

Only some good teamwork, using the patrol method, would save your Scouts from becoming a zombie protein bar. For us to know who the scouts and patrols are we ask you to print out AND fill out page 3. At the Friday night leaders' meeting, camporee staff we will collect a list of your camp patrols and see how many are in each one.

We have a series of games that will be played at the patrol level, but we will also be judging campsites at the troop level on the following criteria.

- 👂 Gateway
- 👂 Camp gadget
- 👂 Cleanliness
- 👂 Safety
- 👂 Overall presentation

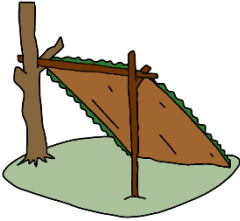


TROOP #: _____	Patrol 1	Patrol 2	Patrol 3	Patrol 4	Patrol 5	Patrol 6	Patrol 7
Patrol Name:							
Scout 1							
Scout 2							
Scout 3							
Scout 4							
Scout 5							
Scout 6							
Scout 7							
Scout 8							
Scout 9							
Scout 10							

Patrol Activities

Each patrol activity score will be adjusted by the number of scouts participating. For example, two patrols score 50 points on an activity, a patrol with all 4 members participating will have a better adjusted score than a patrol where 4 of 6 participate.

Shelter Building



Everyone needs a place to sleep. With materials each patrol brings with them, use knots and lashings to build a shelter that will comfortably fit three (3) scouts.

📍 Points will be awarded based on speed, stability of structure and completeness of cover.

Orienteering and Geocaching Scavenger Hunt



You'll need supplies to survive the zombie apocalypse. Given various directions, use your compass and GPS to find different waypoint markers on campsite.

📍 Points will be awarded based on speed and accuracy of correctly recording the markers at each waypoint.

First Aid Trivia / Demonstration



Oh no!! While looking for supplies, one of your patrol mates got injured. Each patrol will draw a number of cards from a deck of common first aid scenarios and will need to demonstrate proper treatment of the presented scenarios. You must hurry because there's a horde coming!! All cards will be based on training from the Scout Handbook or First Aid merit badge.

📍 Points will be awarded based on speed and number of scenarios correctly identified and properly treated.

Pioneering



The horde is here!!! The only way out is to cross the "river". With materials each patrol brings with them, they will need to build a 6 foot long bridge to cross a "river".

📍 Points will be awarded based on speed, sturdiness and variety of lashings used in construction.



Wilderness Survival

When the horde arrived, you had no time to gather your supplies. Luckily you stumbled across some items, but which ones are the essential ones for survival and how quickly can you gather them?

- 👉 Points will be awarded based on speed and number of items correctly identified.



Chopped (Cooking Using Every Ingredient in the Basket)

Food is hard to come by, and all you have on you are spices that you brought yourself. As luck will have it, you came across a mystery basket with enough food to feed 4 people. Under the supervision of an adult leader from your Troop, have 2 Scouts work together to execute this.

- 👉 Your objective: Utilize all of the ingredients in the mystery basket to cook something tasty.
- 👉 This is a troop activity that must involve both leaders and scouts to problem solve and cook.
- 👉 We will provide all of the required ingredients in the basket.
- 👉 Troops are permitted to use whatever spices, seasonings, or other items they have brought with them or been able to scavenge.
- 👉 The final presentation must incorporate all of the required ingredients.
- 👉 This is not intended to be a meal replacement that must be fed to the masses. Final presentation should provide enough of a sample for 4 judges.
- 👉 Scored on use of **ALL** the ingredients, originality/creativity, taste.
- 👉 Boxes will be delivered first thing Saturday morning so that troops have all day to plan, scavenge, and cook.
- 👉 Cooking should be completed by early evening and your 4 judge samples should be labeled with your troop number and presented for judging by no later than 6:00 pm.

Campfire

- 👉 OA Callout
- 👉 Skits
- 👉 Leader zombie costume contest (1 leader per troop)
- 👉 Announce results

Leaders bring a cobbler to the pavilion for your patrol to enjoy. The cobbler is not for competition purposes, but for 2 critical reasons: 1) Network between the leaders by checking out everyone's creativity AND 2) Keep our scouts engaging opposed to hiding in their campsites.



Troop #: _____

Patrol Name: _____

Registered: _____

Max Points

Points

50

Shelter Building

Participants

50

Orienteering

Participants

50

First Aid

Participants

50

Pioneering

Participants

50

Wilderness Survival

Participants

Troop #: _____

Patrol Name: _____

Registered: _____

Max Points

Points

50

Shelter Building

Participants

50

Orienteering

Participants

50

First Aid

Participants

50

Pioneering

Participants

50

Wilderness Survival

Participants

Camp Policies & Guidelines

- 🔗 The Boy Scout Oath and Law is the law of the camp.
- 🔗 Fireworks, pets, personal weapons, ammunition, alcohol and drugs are not permitted. The use of electronic games, TVs and other entertainment devices are not allowed.
- 🔗 Scouts are not permitted to leave the boundaries of the campground. In the event that a Scout has to leave early, the individual must check out through both the unit and the camporee administration.
- 🔗 The buddy system should be used at all times during the camporee.
- 🔗 Unit leaders are responsible for their Scouts at all times.
- 🔗 Campfires should be off the ground for safety and to prevent ground scorching. Firewood will be available in limited quantities or bring your own. We do encourage units to gather downed wood in the area for firewood – there is plenty.
- 🔗 A First Aid station will be located at or near the main Pavilion tent.
- 🔗 Potable water is available.
- 🔗 Portable toilets will be available for use.
- 🔗 Trash: Pack it in and pack it out! No dumpsters are available for unit use.



Spring Camporee Schedule

Friday, April 12

- 🕒 5 to 8 p.m.: Check-in and set up campsite
- 🕒 8:30 p.m.: Patrol Leader and Scoutmaster meeting @ Pavilion tent.
- 🕒 9:15 p.m.: Camp-wide Cracker Barrel and patch trading opportunity @ Pavilion tent.
- 🕒 11 p.m.: Quiet time

Saturday, April 13

- 🕒 6:30 a.m.: Reveille and breakfast in campsites.
- 🕒 8:15 a.m.: Flag raising and assembly, field (Class A) uniform.
- 🕒 8:45 a.m.: Let the survival games begin!! We will send 5 patrols at a time to each station and rotate them throughout the day and afternoon. ALL PATROLS MUST PARTICIPATE.
- 🕒 12 p.m.: Lunch in campsites.
- 🕒 1:30 to 4:30 p.m.: Survival games continue. Camp inspection can happen at any time.
- 🕒 5:00 p.m. – 6:15pm: Dinner in campsites.
- 🕒 6:30: OA Callout, Campfire program, Awards ceremony.
- 🕒 11 p.m.: Quiet time.

Sunday, April 14

- 🕒 6:30 a.m.: Reveille and breakfast in campsite
- 🕒 8:30 a.m.: Camp breakdown begins.
- 🕒 9:30 a.m.: Scout's Own Service at Pavilion tent.
- 🕒 10-11 a.m.: Final camp inspections, depart. Leave no body parts behind.