

Vikings & Pirate Zombies Collide

2024 Camp Barstow



PATROL Operations and Game Guide

(Leader's Event Guide)

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Maybe more and not in this order !!!!!!!!

Dear Scouts, Leaders, and Adults,

I want to start off by saying welcome to Camp Barstow's Pirate Zombies and Vikings Collide "Pirate Zombie outbreak" camping weekend. The entire, Pirate Zombie and Vikings staff is extremely excited to have the opportunity to offer such a unique and fun event. We do have our Letter of Marque, so we are "official" and "Legal". This event is a campsite, patrol method, based event. We have had considerable input from both leaders and Scouts and will not be a dead copy of past events. Pirate Zombies and Vikings Collide is not just Vikings and Pirate Zombies roaming the camp and Scouts running around, it is all about decision making, teamwork, and basic scout skills embedded into an intense Pirate Zombies and Vikings themed program. We have made a unique physical world competition utilizing the Patrol Method, Archery, Tomahawk, Rifle, Navigation, Walk the Plank, Cliff Hanger, Calypso and Kraken, and more. This year's event will be an exciting event that scouts will be talking about until the next event. "Scouting is a game with a purpose."

Most questions you may have, should hopefully be answered in this leader's Guide. However, if we were Vikings or Pirates and didn't answer a question you may have, please contact **Fred Stephens via phone at (803) 862 - 2432 or email stephensfred7@gmail.com**.

(Small Disclaimer: There will not be any real Zombies at Camp Barstow, and this is only "Make Believe", at least until a Scout sees a Zombie.)

Yours in Scouting,

Pirate Captain Stephens (Camp Director)

Pirate Zombies and Vikings Collide at Camp Barstow, October 18 - 20

Camp Barstow

Camp Barstow has had zombie outbreaks most winters for many years. The virus that is believed to be responsible for the zombies is called the B-P virus (but we may never know for sure). It is believed the virus lies dormant under certain types of rocks (a good reason not to disturb the rocks in camp). This virus attacks anyone who has direct contact with an infected surface or zombie. In early 2006 Camp officials formed an elite organization called the Zombie Outbreak Response Team (Staff). This team is responsible for ending any outbreaks and gathering information about the virus. Z.O.R.T. has been called away this year for a mission and will not be at Barstow. However, the Z.O.R.T. Commander has asked the Pirates if they could come and guard Camp Barstow while they are away. The Pirate Ship's Captain said "ARRRRRRRRG, this is the anniversary of..... the pirate zombies might be back so we will be there." Due to the highly infectious virus, Pirate and Z.O.R.T. crews must be refilled from time to time with recruitment event drives! Pirate Zombie Ops is one of those drives to replenish the ranks to continue the noble work, which has been so successful in the past at Camp Barstow. The year of 2022 has seen a change in the virus's conduct in reacting with humans in general. We are unaware of how this affects the Pirate Zombies as they haven't been seen in many, many years. We don't know which strain of the virus they have. In the past Scout recon units were deployed in such a manner as to minimize exposure, but with predicted future patterns coupled with the changes in the virus itself, and so many other unknown variables, minimal exposure will be extremely difficult to execute. Each campsite may have direct exposure to Pirate Zombies. We don't know where they hid the treasure. We will need full campsite patrols to assist and conquer the Pirate Zombies predicted to be back at Camp Barstow October 18, 19, 20.

Registration

Pirate Zombies and Vikings Collide at Camp Barstow is a weekend event open to registered Scouts, Crews, and Posts of the BSA. Registration is available online through the Indian Waters Council website under event sign-ups. Registration costs \$55 per youth participant and \$40 per registered adult leader.

Registration must be completed by October 2, 2024.

Registration cost includes, but is not limited to:

- Cracker Barrel on Friday night
- All meals on Saturday
- Breakfast on Sunday
- Activities to include archery & tomahawk, COPE/Climbing, etc.
- T-shirt and Patch (for everyone registered)
- Zombie Trail
- Epic Battle
- Campfire
- Prizes
- Adult competitions

There is not an "Early Bird" price, nor is there a late fee. However, if you are allowed to register after the deadline, you are not guaranteed a shirt and patch. Every effort will be made to get you a shirt and patch, but we make no promises, and you will not get a discounted rate if you register after the deadline even if we are not able to get you a shirt and/or patch. Due to the type of activities planned we will not be able to accept any last-minute registrations or "at the door" additions. Thank you for your understanding and prompt registration. Registration for Vikings and Pirate Zombies Collide at Camp Barstow should be as a unit or lone scout. All units are responsible for their own 2-deep leadership, any lone scout must be accompanied by a parent or 2-deep leadership. All participants, adults, and staff must have a paid registration. All fees need to be paid online. Attendance is limited to 500 people. Early registration is advised. All adults (18 and up) on camp are required to have current BSA Youth Protection Training. Remember this is a Scout event that will have Scouts from all

over the Council and out of Council. All Scouts, Adults, and Staff are expected to adhere to the Scout Oath and Law. If you do not you will be asked to leave Camp property.

Check-in Friday Night October 18

Onsite check-in will begin 5:00 pm on Friday, October 18 and will end around 8:00 pm. Zombies walk slow so **NO VEHICLES IN CAMP!!** Please come into the parking lot, follow the instructions, and answer questions from the onsite staff if needed. All vehicles must be parked in the main parking lot. **Any scouts that will not be able to arrive between 5:00 pm and 8:00 pm (unless you have made arrangements) should reference below and plan to arrive Saturday Morning. NOBODY WILL BE ALLOWED ON CAMP WITHOUT THE APPROPRIATE ESCORT!!**

Late Check-in Saturday Morning

Late onsite check-in is available on Saturday morning starting at 7:00 am. Event administration is aware that several units are in transit from considerable distances and arrival on Friday night may be impossible. Participants who are checking in on Saturday morning need to come into the parking lot, follow the instructions, and answer questions from the onsite ship's crew (staff) if needed. **If you know you will be arriving Saturday morning, please contact Fred Stephens (Pirate Captain Stephens) so we know to plan for your arrival. NOBODY WILL BE ALLOWED ON CAMP WITHOUT THE APPROPRIATE ESCORT!!**

Medical Forms

All units are required to have completed Medical Forms (Part A and B) for all youth and adults. Medical forms will be inspected at check-in. The medical forms will be left with the medical officer and picked up at the end of the event. Please make sure you have current and up to date medical forms for everyone attending. *Please alert us in advance of any food allergies or dietary restrictions of anyone attending.*

Food for the Living

Meals will be supplied. Kitchen staff has gone far and wide to obtain a good meal. This will include Saturday Breakfast, Saturday Lunch, Saturday Dinner, and (for those that survive to Sunday) a Sunday Breakfast. Please alert us beforehand (on your registration) if there are allergies and/or dietary restrictions. If you don't tell us, we will not know and will not be prepared to feed you. However, Units are welcome to bring and cook their own food if they would like (in consideration of cooking within the troop, please refer to the Gear Hauling section). **There are no discounts for bringing and cooking your own food*. Please remember to eat before you arrive Friday or bring it with you.*

Gear Hauling

There will be none. All and any gear must be carried in by the scouts and adults (preferably on their back). Due to the nature of this event safety is the utmost importance. All meals are being supplied and scouts should plan to either stay in the Adirondacks or tents.

Activity Stations

There are youth and adult activity stations that will be throughout Camp Barstow. Each campsite/patrol will have a guide to guide them to each station. Adults you are on your own!! Good Luck!! Just kidding we will help you know where to go also. Just know that the youth will have 2 guides (Pirate Ship's Crew) to help them get to where they need to be so you can concentrate on your activities/competitions.

Youth Activities

Navigation: The Maze. Zombies sense of direction is impaired especially through the woods. They can't even read a compass. It will be up to each patrol, to get everyone through before the zombies can find you.

Archery and Tomahawk. We have been given the green light and are going to be able to shoot at targets. There will be a safety briefing at night on Friday. Due to the vigorous schedule, Scouts coming after breakfast or missing the safety briefing, they might not be permitted to participate.

Calypso is a hurricane at sea, Kraken is a giant sea creature they would love nothing more than to sink your boat to the bottom of the Ocean. The object is to bail the water out before you sink. Hint: You will get wet during this activity.

Climbing and Rappelling will incorporate unique physical and world competition between each campsite. This activity you will not be able to Hornswaggle.

Pirate Zombies travel in groups, but they aren't very organized and can't work as a team. You will be put into two opposing teams to test out your team skills and sharp moves to stay out of the way of zombies. You will fight not to be caught by the other team, The last campsite (patrol) with the highest number wins the battle. This was known as Kickball

Event T-Shirt and Patches

Every paid registration includes one event t-shirt and patch. Participants receive the participant t-shirt and patch while staff/ship's crew will receive staff/ship's crew t-shirt and patch.

Additional shirts are available for a fee. If you would like to order an additional t-shirt, please contact our staff advisor April Mayfield at the Columbia office or at April.mayfield@scouting.org to place and pay for additional t-shirts. All additional t-shirt orders need to be paid for and placed by the end of October 2, 2024

Troop Camping

Troops will be assigned to campsites with the following criteria:

- 1 – Number of people registered in a unit for the event.
- 2 – Any special needs of individuals in a unit.
- 3 – Gender
- 4 – Pirate Zombie horde population location & movement during check-in period.

Please email if your unit has any special needs in regard to a campsite. Each campsite does have power and water with restrooms nearby. In years past the weather has cooperated and the camp has not been winterized until after winter camp. If for some reason the weather does take a turn with extended days below freezing water may need to be shut off in parts of camp. This goes into part of "Be Prepared." Special Note: We have been assured that the Pirate zombies can't climb stairs (into the Adirondacks) and have extreme difficulty operating tent zippers (so "No Worries" all campers should sleep safe & sound. (I HOPE)

Required Items for Scouts BSA, Crews, Posts

Each youth will be required to have a water bottle, small pad and writing implement, and proper attire for the weekend's weather. Along with your camping gear. You will be camping in either an Adirondack or a tent (depends on availability at your assigned campsite). Field Uniform (Class A) for check in and out.

Zombies

Pirate Zombies will most likely be in many areas spread all over the camp. The pirate ship's crew has been trained in Advanced Pirate Zombie Leave No Trace Disposal Methods. A Scout should never try any zombie disposal method! Every attempt by a Scout in the past has led to Zombification and ultimately disposal (and/or a trip home).

Rules of Engagement

Rules of engagement are simple. No purposeful engagement wherever possible. There is a ZERO Tolerance for purposely having pirate zombie contact. No taunting or provoking of pirate zombies is allowed. Every scout is going into an active Pirate zombie area. Zombies are known to have no fear, need no rest, and have a sense detecting live mammals (especially humans).

The Buddy System

There have been many interpretations about zombies and their particular capabilities and flaws. Please take special note, those are video games and movies; this is in the real world. The only thing that movies and games have taught us is that going alone is a very, VERY BAD idea. Cooperation and the Buddy System are essential and necessary for survival during this outbreak in all Patrols/Campsites. Below are some examples: 1) A trip to the latrine; this is where a scout is very vulnerable. Always check the latrine with care as Zombies are dead and can be very quiet at times. Remember that it's not socially acceptable to climb under cubical doors by human or Zombie. They aren't animals!! We can't make any promises about the critters in and around camp. When using a toilet, make sure you have a buddy near by the latrine to watch out for zombies and critters. 2) You can't always look in front of you and behind you at the same time. Even though the common zombie is slow multiple zombies can surround you and trap you in a corner, so with the help of a buddy you have a better chance of clearing and keeping an area safe.

Scout Operatives and Missions

As a Participant of Pirate Zombie Ops at Camp Barstow, a Scout Patrol will become a Scout Operative Patrol (S.O.P.) and a member of a Camp Team with specific missions and goals established by the Pirate Ship's Crew for the Zombie Outbreak of Late 2022. After Check In, patrols will set up camp then report to the Pavilion. Patrols will Sleep, Eat, Acquire Resources and accomplish Objectives (above with their patrol Goals and Objectives) within their assigned Team. Available Missions will involve S.O.P. units getting to designated areas throughout camp, where the Pirate Ship's Crew will instruct primary patrol tasks for that area. Mission tasks involve ultimately assisting the Pirate Ship's Crew and ensuring the survival and advancement of their patrol. Each mission completed by any patrol gets the Pirate Ship's Crew a little

closer to a final cure for the B-P Virus. Compass, Climbing, and Basic Scout Skills (including Scout to first class skills) are required by all Scout Operatives Patrols to complete their assigned missions. A patrol must consist of the Campsite that they are assigned too. If Registered Scouts within a unit have less than 4 scouts in a patrol, they will be combined with other scouts to form a complete campsite. A campsite might consist of multiple units. We are pirates we put people where they fit!! There will be training on Saturday Morning. Preemptive preparation is recommended for all participants. The Patrol Method, Pillage and Plundering, Navigation, Hoisting the Sails, Walking the Plank, and cooperation techniques have been incorporated to assist mastering the Pirate Ship's Crew goals and objectives.

Pirate Zombie Disposal, Rule of Engagement, and Infection

Pirate Zombies can only be disposed of by methods known and developed by the Z.O.R.T. Tactical Guard and the Pirate Ship's Crew. The Pirate Ship's Crew has been trained in Advanced Zombie Leave No Trace Disposal Methods. A S.O. should never try any zombie disposal method! Every attempt by any S.O. in the past has led to Zombification and ultimately disposal (and/or a trip home).

Rules of Engagement are simple. *No purposeful engagement* wherever possible. There is a Zero Tolerance for purposely having any zombie contact (especially any attempt at Zombie disposal). Survival is hard enough; the entire camp's survival may hinge on tasks completed or the samples, data, or tested serums in a single patrol's possession.

Every Scout Operative unit is going into an active zombie area. Pirate Zombies are known to have no fear, need no rest, and have a

sense detecting live mammals (especially Humans). Pirate Zombies are unaware of the “no contact” rules of engagement. At certain times the unavoidable reality of Zombie contact happens. Any Operative having physical contact (of any kind) with a zombie needs to report to the nearest Pirate Ship’s Crew member to receive a dose of ZOMBEX13, (a drug that can end most B-P virus infections in early stages), more info will be available soon.

Pirate Zombie Ops, Zombies, and Weather

This is not a fair-weather event.

This event is a Rain, Snow, or Shine event. This is a Campsite Based Outbreak Event. If you are a Lone Scout, we will integrate you into a Campsite. Everyone needs to remember their Campsite #.

Common Pirate Zombie Characteristics are:

- 1) Pale-grey Skin (this can vary per zombie)
- 2) Unhealed Wounds (if they were hit by a bus after Zombification, it will be ugly)
- 3) Lack of Communication Skills (you will never have to argue with a Pirate Zombie, but their constant groaning is annoying)
- 4) Shuffling when trying to walk (you will never see one in the Olympics)
- 5) One Track Mind (treasure hunters but they do get hungry for Brains.
- 6) Tend to Travel in Groups (sometimes called “HORDES” or “Swarms”- Very Dangerous- AVOID WHENEVER POSSIBLE!)
- 7) Remember these are Pirate Zombies and we don’t know their strain of the virus or if it is even this virus. These zombies “might” have

different characteristics from what has been seen at Camp Barstow in the past.

Pirate Zombies can operate in almost any weather without loss of capabilities. Weather not listed below have no known effect on Zombies.

Cold The exact temperature at which zombies cease to function is unknown. It is believed they do slowdown in the cold and might freeze solid in certain temperatures and conditions. Unfortunately, when thawing occurs, they would regain their ability at renewed action. Past Z.O.R.T. and Pirate Ships Crew research suggests the B-P Virus produces a substance similar to Glycoprotein. Glycoprotein depresses the freezing temperature of blood sufficiently to render the body immune to the cold. If true, Zombies would then have a workable system that no longer needs to regulate internal temperature to function. Meaning their blood would never convert into a solid, continuing to flow and power the body. No Matter the temp, caution should still be used.

Rain Zombie's hill climbing effectiveness is reduced. This applies more to unimproved surfaces. They smell better after some of the nastiness is washed off.

Prohibited Items

Prohibited Items include, but are not limited to: Firearms, explosives, fireworks, or any form of an Improvised Explosive Device (IED) are prohibited. NO straight bladed knives, swords, battleaxes, or ninja throwing stars. NO alcohol, tobacco products, illegal drugs or prescriptions not prescribed to the person taking it are allowed.



Pirate Zombies and Vikings Collide October 18-20, 2024 Camp Barstow

TEST your SKILLS, TEST your KNOWLEDGE, TEST your TEAMWORK

Plenty of games, challenges, and skills will be tested and learned during this fun-filled weekend including a Zombie Trail.

There will be Pirate Zombie and Viking Campsites, learn your side at check-in.

Cost is \$55 per youth participant and \$40 for adults, which includes all meals Saturday and breakfast of Sunday, a patch, all activities, and more. Check-in starts 5:00pm Friday, Oct 18 and Ends 10:00am Sunday Oct 20.

Campsites may be shared with other units depending on numbers. Every campsite has 2 youth Adirondacks and 1 adult Adirondack. Please be prepared with a tent or hammock just in case.

!!!SPACE IS LIMITED SO SIGN-UP EARLY TO ENSURE YOUR SPOT!!!

This event is for Scouts BSA, Venturing Crews, Sea Scout Ships, and Explorer Posts.

Registration will conclude on Wednesday, October 2, [2024](#) at 5:00pm or when all spots are taken. This cut-off is absolute. No Late or Walk-up Registrations.

Need more information? Contact Fred Stephens, stephensfred7@gmail.com