



Event Patch

BOONE TRAIL

DISTRICT CAMPOREE 2026

UNITING THE TROOPS

AMIDST THE ZOMBIE APOCALYPSE

Leader's Guide

Tipton Hayes State Historical Site

All Scouts, April 10-12, 2026

Dear Leader,

Enclosed is all the information that you will need to make your plans for the 2026 Boone Trail District Camporee.

This guide is a lot, pay close attention to any section with the bio hazard symbol.



The theme for this District Camporee is "Uniting The Troops- Amidst a Zombie Apocalypse ". A mild Zombie Apocalypse theme is used as a fun means to bring the scouts together and focus on learning, teaching, and applying basic outdoor skills.

We have many activities for our Scouts at this Camporee, all of which will develop, build, and expand on many of the scouting skills they have already learned and enjoy. Hopefully, we have some fun applications of these skills that will keep the scouts interested in what we're doing. If the scouts are interested, they should also be able to learn many of the core skills needed for the early ranks, but we will simply enable this and it is ultimately up to the scout to take advantage of the opportunity. I am looking forward to meeting all of you at this Camporee. We have lots of fun in store for you and your Scouts. If you have any questions, please call John Mayros at the Council Office at (423)952-6961. See you at camp!

Yours in Scouting,

GENERAL INFO-CONTACTS

ADDRESS: Tipton Hayes State Historic Site

2620 South Roan St.
Johnson City, TN, 37601

EVENT CONTACTS:

Sequoyah Council Outdoor Programs

John Mayros

John.Mayros@scouting.org

731 707 3828

Steven Adams

Camporee Chair

OnRockClimbing@gmail.com

423 650 1293

David Doan

Program Director

daviddoan@hotmail.com

423 366 8091

GENERAL INFO-BEFORE CAMPOREE

Before coming to camp, each troop should hold a scout orientation meeting. At this meeting, this Leader's Guide should be discussed in its entirety.

REGISTRATION & FEE INFORMATION

DATES:

Camporee, April 10-12, 2026

FEES:

Scouts: \$20

Venture Crew: \$20

Adult Leader / Parent: \$20

NO walk-ons.

Each Troop and Crew must have two-deep leadership with appropriate gender leaders. Troops and Venture Crews from the same Chartered Organization may provide two-deep leadership that covers both units. Units that can't provide two-deep leadership may discuss options with the Director of Safe Scouting Programs. All two-deep leaders must be 21 years or older and registered with Scouting America. Non registered parents can accompany their Scout for day activities only, no overnight camping for non-registered adults.

Fees for both youth and adults will include a Camp Patch and Saturday's Dinner, provided they are paid in full.

To register, go to Sequoyah Council - Boone Trail Camporee. Your Troop/Venture Crew should register as a group rather than individually.

CHECK-IN: Your unit must check in at the Tipton Hayes Visitor Center at the assigned time. Staff will escort everyone to their camping sites. Personal vehicles can be parked in the parking lot.

GENERAL INFO BEFORE CAMPOREE

Medical Forms

Parts A&B of the official BSA Medical form must be fully completed for each youth and adult attending camp. The unit leader should retain these onsite for the duration of the event.

Medical forms are available online: <https://www.scouting.org/health-and-safety/ahmr>

REGISTRATION-HOW TO REGISTER YOUR UNIT

Step 1: On your web browser, go to [Sequoyah Council - Boone Trail](#)

[Camporee](#) Step 2: Click on the green “register now” button in the upper right corner.

Step 3: Click on the log-in Button

Step 4: Enter your login credentials.

If you do not already have an account, click on the “create an account” button and create one.

Step 5: Enter the number of each category you will be registering for the Camporee.

Step 6: Click on the green “Register Now” button in the lower right corner.

Step 7: In the Registration Contact section, click on the red “Update Information” button

Enter all required information (the text will be red), then click on the “Save” button at the bottom right of the box.

Step 8: On each participant, click on the red “Update Information” button and enter all the required information (text will be in red). Then click on the save button at the bottom right of the box.

Step 9: Proceed to Check-out or the check-out tab at the top.

Step 10: Select your payment option and click on the green “Check out” button.

Step 11: Enter your billing information.

Step 12: Read and agree to the policies check box.

Step 13: Select and enter the payment information.

Step 14: Click on “Finalize Payment”

CPAP MACHINES AND MEDICAL DEVICES

There will be no electricity in the camp sites. Bring battery operated equipment.

REFUND POLICY

This event will follow the Council refund policy.

Full refund greater than 60 Days before event

Fifty percent refund 30- 60 days before event

No refund 30 days or less for cancellation

Requests for refund must include the scouts or adult's name, unit number, and reason for the cancellation.

FIRE PIT POLICY-



Fire and Dutch oven cooking is **strongly encouraged** at this event. The site does however want us to avoid having fire and coals on the ground due to it being a historical site. Your unit will need to arrive with a plan to keep all fires and cooking from disturbing the soil. This request lines up perfectly with LNT principles. We are making a challenge out of this and want to showcase your unit's creativity. Whether you choose to use a fire pit, dutch oven table, log, or something unique, we want all of the scouts to visit each camp and learn from your LNT approach to fire building/cooking. Saturday evening we will also have a **Signal Fire Contest** that will require your unit to have some fire building ability at your camp location and will have ten minutes to produce the most visible smoke signal. Bring whichever items you may need for this or source local, one of the program activities will teach signal fire skills. **Creative LNT Fire "pit" and Signal Fire will both be separate judged activities.**

Please also have 1-3 gal of water in a bucket or jug next to your fire location at all times.

LASHED GATE DESIGN-



We want to promote and showcase pioneering skills. Each unit is strongly encouraged and challenged with **lashing a gate or "Zombie Perimeter Fence"** in front of their assigned campsite. This will represent one side of your assigned campsite and will be between 20'-50' depending on the size of your unit. This should showcase scout lashing skills and knots. Please bring items for this that are all natural (synthetic rope or cord will be allowed). Woods are limited at this site so sourcing local materials may not be available. I suggest bringing some poles or bamboo with you. We will mostly be in a field so be prepared to support this gate or fence with tripods or other **free standing** scout techniques. We cannot dig greater than 1-2" below the ground. This is another opportunity for scouts to visit your camp and learn new lashing applications **and will be a judged activity.**

Note: All pioneering projects constructed for this event must comply with height standards as outlined in the [Guide to Safe Scouting](#). If climbing on a structure a scout's feet can not exceed 6 feet and must have spotters if exceeding their shoulder height.

CAMPSITES-



This will be field camping camporee style. Common with Jamboree and camporees, space will be limited but should accommodate a cooking area and all of your tents if you pitch them in close formations and avoid large cabin tents. Trees will be extreme and the site cannot accommodate hammock camping. If this is an issue please contact the camporee chair to discuss. We will attempt to make room for your unit's trailer at your site, however all vehicles will need to be removed to the parking area after loading.

FACILITIES/POTABLE WATER-



Flushing Bathhouses and potable water will be available on site. It will be a short walk (200' up/down hill), plan water transportation appropriately.

CAMP WIDE ACTIVITIES

LEADERS MEETING - One leaders meeting will be held at 8:00 PM Friday to go over logistical and last-minute information prior to Saturday activities. It is recommended that the **Scoutmaster, Crew Advisor, Senior Patrol Leader and Crew Chief** attend this meeting. SPL and youth leadership attendance will be very valuable to help your unit navigate this event. This will be at the dinning tables behind the Visitor center

STORIES BY THE CAMPFIRE-Friday Night we will gather by the main campfire rings and read scout apocalyptic stories generated by AI. This will be a laid back optional event, bring a chair or ground cloth and join in the story time after camp is set up.

PROGRAM ACTIVITIES- . The program activities are split into morning and afternoon sessions and will consist of fun interactive applications of key scout skills located in the center of our outbreak camp. The foundation for these skills are tenderfoot through 1st class requirements and those will be taught by individual troops if a scout is needing to learn them. For example we will have a Tarp configuration station in the center, and if needed a scout can go visit the unit led knots station to learn the tautline hitch first. All of the activities will be an open format and the scouts are encouraged to walk around the camp at their leisure. Please see the larger section in this guide adding more context to each activity available.

FIELD GAMES- Between 4:30 & 5:30 The “No Man’s Land” field will be open for scouts to play Zombie tag and various games.

SATURDAY DINER- Saturday’s Dinner will be provided and cooked on site by a veteran scouter and camp chef, “Mountain Man” JD Adams. The menu is subject to change but is likely Jambaylaya, Smoked Chicken, Hoe cakes, Cream corn, and veggies. This meal will showcase multiple outdoor cooking styles. **Drinks & Plates are not provided.** Please bring your mess kit and drink of choice and join us in the center of the outbreak camp for a great meal. **Dietary needs will be accommodated so please comment those during registration.**



IRON SCOUTMASTER-

By Nicholas

Every Unit is asked to **provide one or two Leaders**

(two if you have a larger unit) to enter the Iron Scoutmaster dessert cook off. All of the needed food ingredients to make cobblers will be provided by camp. The unit leaders will meet at 4:30 and only supply their own 2 dutch ovens and serving spoon(s). Each unit is allowed to bring one "secret" ingredient if you wish. All of the units will have 90-120 min to prepare/cook a cobbler or similar dessert utilizing coals, cooking area, and ingredients we provide. The cobblers will be served to the camporee attendees as dessert. The titles of **IRON SCOUTMASTER CHAMPION** and **Scouts Champion** will be announced at campfire. Judging criteria will be provided at the Friday Night leaders guide. Reach out to Steven Adams if you need more clarity. Let's set the example for scouts to emulate and show them some excellent dessert in an outdoor setting!

CAMPFIRE/AWARDS-

At the conclusion of Saturday night we will have a brief Campfire. Each unit is encouraged to host one song or skit, which needs to be approved by Camporee staff before Evening flags. Awards will be announced and presented at this time. Bring a chair or ground cloth to this campfire.

REVEILLE - The outbreak Sirens will be played Saturday and Sunday morning at 7:00 AM as a wake up call for all campers in lieu of Reveille.

TAPS - All campers should be in their campsite at 9:45 each evening. The outbreak sirens will be played at 10:00 PM and will be the start of quiet time in lieu of taps. That means lights out, camp quiet, tent checks, etc.

FLAG CEREMONIES - The US Flag will be raised Saturday morning at 9:00 AM and lowered Saturday evening at 5:45 PM. Troops will be asked to volunteer to conduct the flag ceremonies.

CHAPEL - A universal service will be conducted at 9:00 AM on Sunday morning. Troops wishing to participate or lead this service should inform staff by Saturday afternoon. Sunday dismissal from camp will allow individuals to attend their regular services at their home church.

PROGRAM ACTIVITIES-DETAIL SECTION

Program Activities	Unit Lead Activities
<ul style="list-style-type: none"> - Campfire Stories by AI - Self-Guided Tour of Buildings - Limestone Cave Tour & Bouldering - Nature Trail - Tomahawk Throwing - Field Games - Signal Fire- Instruction - Tarp Configurations - Pioneering Lashing - First Aid Practice - Dutch Oven Cooking Demo 	<ul style="list-style-type: none"> - Knots - Basic Lashing - First Aid
	Judged Activities <ul style="list-style-type: none"> - Best Firepit- LNT off the ground - Patrol Breakfast - Iron ScoutMaster - Zombie Perimeter Fence- "lashing" - Skill Instruction

UNIT LED ACTIVITIES-



We want scouts to have a chance to teach and learn from each other as well as see how other troops deliver programs. Each unit should sign up for one skill and be prepared with whatever supplies you need to teach that skill to any scouts that seek it out. All skills on the list will be taught at both the morning and afternoon sessions; your **unit will only teach one session**. Also please consider having your scouts on a rotation during your ~2 hour session so that they can all enjoy the activities. This format should allow for all of the scouts to have enough free time to explore the camp.

After confirming your unit's registration, Camporee staff will reach out to your Unit leader or your Unit's Camporee delegate to confirm your skill selection. Please have a backup skill in consideration.

UNIT LED SKILLS LIST-

KNOTS - Square,Tautline, Bowline, Two Half Hitch, Clove Hitch, Timber Hitch

LASHINGS- Square, Diagonal,Tripod

TENDERFOOT FIRST AID-4A

2ND/1ST CLASS FIRST AID- 2nd Class-6a,6b, 1st Class-7a,7b

PROGRAM ACTIVITIES-



FIRST AID PRACTICE-

We will have staged scenarios “Zombie Attacks” throughout the day. The expectation is for scouts to be carrying personal first aid gear (bandages, rolled gauze, splint material, rope etc) they do not mind using for practice. Once a scenario unfolds the nearest scouts (regardless of troops) should join together to treat and transport the patient as needed back to the designated medical area. They should use only techniques discussed in the scout handbook or first aid merit badge. The “zombies” will limit the aiding scouts to groups of 6-8 or less. Upon delivering the patient to the medical area, feedback will be provided for learning growth and the rescuers will be documented for possible awards & recognition.

SIGNAL FIRE INSTRUCTION

We will be teaching fire building and signal fire techniques for survival.

PIONEERING LASHINGS-

We will help the scouts build useful structures such as tripods, benches, and much more. They may make trebuchets to use during field game time and other structures. Scouts needing a refresher in knots and basic lashing can go to the Unit led activities before coming to this station.

TARP CONFIGURATIONS

The ability to tie multiple tarp configurations is an important part of bushwacking and minimalist backpacking. It is also a dying art since the popularity of canopies and cheap structures. We will have instructional charts and plenty of tarps to guide scouts into securing multiple types of structures.



DUTCH OVEN DEMO

In the morning session, JD “Mountain Man”. Adams will go through an interactive dutch oven and outdoor cooking demo. In the afternoon he will be busy preparing our feast, but can be observed similar to a zoo animal.

ADDITIONAL STATIONS

We are also in the process of securing a few more interactive stations from local community groups.

The limestone “cave”, hiking trail, and historical markers will be available for scouts to explore at their leisure.



JUDGED ACTIVITIES-

- **LNT FIREPIT-** Must not impact the ground. Judged on 1) LNT Alignment 2) Creativity 3) Functionality
- **Patrol Breakfast-**Each Patrol should prepare one extra serving Saturday morning to present to the judges at 8:15. Judged on 1) taste 2) technique involved 3) creativity Bonus for cooking over coals/fire.
- **“Zombie” Perimeter Fence-** This will be judged Saturday evening using 1) craftsmanship 2) creativity 3) Showmanship
- **Iron Scoutmaster-** This will be judged by staff and all scouts for Taste and best incorporation of secret ingredient
- **Skill instruction-** The unit led skills instruction will be observed twice per session and judged on the following: 1) Preparation 2) Scout involvement 3) execution 4) teaching style(s) EDGE etc.
- **Signal Fires-** The scouts can prepare their LNT off the ground fires all day as needed. From 8 to 8:10 they will be asked to produce smoke for a signal. They will be judged on 1) Most visible from distance

PACKING LIST

- **Individual First aid kit you can use for station challenges-**(bandages, gauze, etc)
- Sleeping Bag or Quilt
- Sleeping Pad
- Pillow
- Tent
- Flash Light
- Camp Chair
- Foot Locker or Back Pack
- Hat
- Rain Gear
- Jacket or Sweat Shirt

- Clothes (Class B) appropriate for the weather
- Extra socks
- Toiletries
- Towel
- Insect Repellant
- Sun Screen
- Class A Uniform (for Flag Ceremonies)
- Water Bottle
- Sun Glasses
- Pencil and Pad
- Day Pack
- Medications
- Medical Forms

Unit Gear

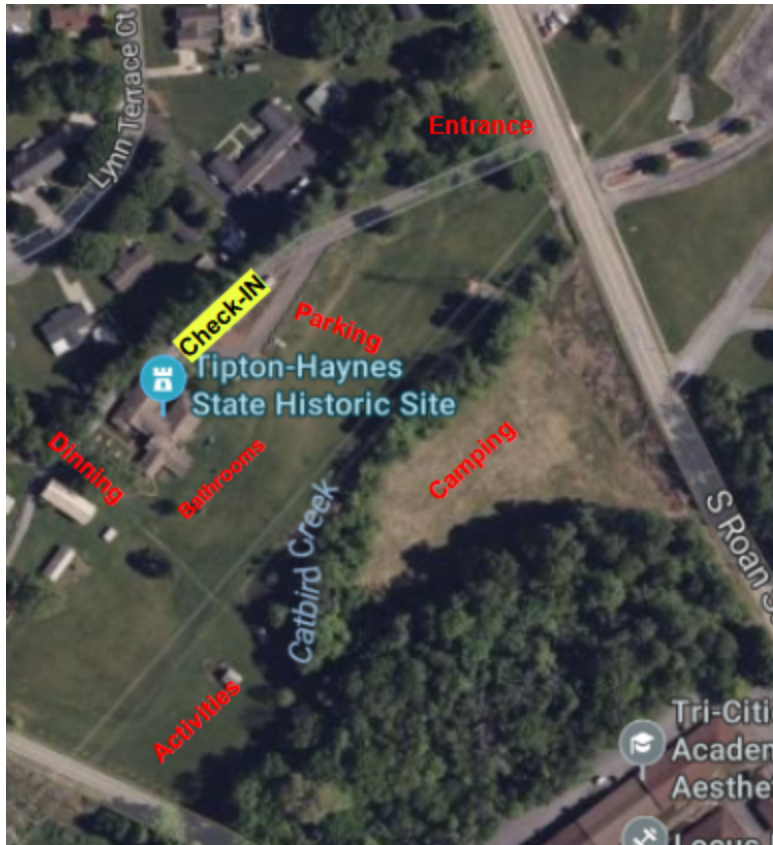
- Cooking Gear for Troop
- Food for Troop
- Coolers, Water Containers
- Container for Fire water “Fire Bucket”
- Means to elevate fire/cooking off the ground
- Poles & Rope for gate lashings
- 1-2 Dutch Ovens for Iron Scoutmaster event
- 1 charcoal chimney

Please remember to label all personal and troop gear

SCHEDULE

FRIDAY	
5:00 – 7:00 PM	Check In at Visitor Center
5:00 – 8:00 PM	Site Assignment, Set up Camp
8:00 PM	Leaders(Adult & SPL) meeting at the Visitor Center
6:30 – 8:00 PM	Dinner provided by Troops
8:45 PM	Camp Welcoming & “Stories by The Campfire”
10:00 PM	Lights Out
SATURDAY	
7:00 – 8:50 AM	Saturday Check In at Visitor Center, Set up Camp
7:00 – 9:00 AM	Camp Tour, Site Assignment, Set up Camp
7:30 – 9:00 AM	Breakfast by Troops
8:15 AM	Patrol Breakfast Competition
9:00 – 9:30 AM	Flag Raising, Camp Welcoming
9:30 – 12:00 PM	Morning Activities
12:00 – 1:00 PM	Troop Lunch
1:00 - 4:00 PM	Afternoon Activities
4:30-5:30 PM	Field Games
5:45 PM	Flags, Camporee Feast
8:00 – 8:10 PM	Signal Fire Contest
8:30PM	Closing Campfire & Awards
10:00 PM	Lights Out
SUNDAY	
7:00 – 8:00	Breakfast by Troops
9:00 AM	Chapel Service
10:00 AM	Break Camp, LNT
10:00 – 11:00 AM	Check Out

Include site map



Recommended Flag Ceremonies

It is recommended that standard color guard commands be used for flag ceremonies:

Raising the Flag

Caller: Camp Attention

Caller: Color Guard Advance

All members of the Color Guard advance toward the flag pole. Once positioned at the pole, they should untie the rope and attach the flag. Once the flag is attached the caller continues.

Caller: Camp Salute

On this cue, the color guard will raise the American flag quickly. Once the flag is up, the caller will continue.

Caller: Two

The color guard should tie the rope and form into a squad facing the caller.

Caller: Color Guard Post

The color guard should march back to the caller and halt.

Caller: About Face

Caller: Camp At Ease

Lowering the Flag

Caller: Camp Attention

Caller: Color Guard Advance

All members of the Color Guard advance toward the flag pole. Once positioned at the pole, they should untie the rope.

Caller: Camp Salute

On this cue, the color guard will slowly lower the American flag. Once the flag is down, the caller will continue.

Caller: Two

The color guard should retie the rope and fold the flag and form into a squad facing the caller.

Caller: Color Guard Post

The color guard will march back to the caller and halt.

Caller: About Face

Caller: Camp At Ease

-

Recommended Camp Graces

It is recommended that each Troop/Crew precludes their camp meals with grace to bless their food. Common Graces from Camp Davy Crockett are provided below.

Camp Davy Crockett Grace

Lord of our majestic hills, valleys, lakes and streams, Grant that we may fully appreciate Thy created beauty, And that we may eat and drink to Thy eternal glory. Amen

Philmont Grace

For food, for raiment, for fellowship and friendship, We thank the Oh Lord. Amen

-