

# The Scouts' Guide to Surviving a Zombie Apocalypse

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BUFFALO TRACE COUNCIL SPRING CAMPOREE



Event Code: 6508

## Old Ben Scout Reservation

APRIL 5-7, 2019

CHECK IN TIME: FRIDAY, APRIL 5 FROM 4:00 TO 7:30 PM

### CONTACT INFORMATION:

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# The Scouts' Guide to Surviving a Zombie Apocalypse

Calling all SCOUTS BSA members!!!!!!!

**Early registration fee per Scout: \$21.00**

Scout fee increases to \$30 after March 9, 2019

**Early registration fee per Leader: \$6.00**

Fee increases to \$10 after March 9, 2019

**REGISTER ONLINE: <https://www.scoutingevent.com/156-zombiecamporee>**

**A Zombie Apocalypse may be here soon. We should be prepared!!!!!!**

An Exciting weekend has been planned for you and your unit to help you be prepared for surviving a **Zombie Apocalypse**. It is designed to be fun and exciting. We have many entertaining and useful programs to help your scouts learn and have fun. Please share this information with your scouts. The weekend is competition based; with learning stations and units' **ingenuity**.

WEBELOS (*please remember the "S" in We'll Be Loyal Scouts*) are invited to attend this event. They **must** be assigned to a Troop for registration. WEBELOS will camp with their assigned Troop, if a WEBLOS den needs help in finding a troop for this event, please contact the event leaders. (Contact information provided on the cover page). We encourage Troops to reach out to WEBELOS in their area to invite them to this exciting event. This Camporee is a great recruitment tool for your units and Scouts BSA!

Units will be assigned to a campsite; each campsite will work as a **unit** to accomplish tasks throughout the weekend. Working together as a community is one of the goals of our Scouts BSA mission. We can learn from one another and grow through one another's strengths and help others with their challenges. We encourage campsites to work together on certain competitions.

Here are some merit badges and skills that may help your units have fun and be successful during this Camporee: {see endnotes for more information}

1. **Wilderness Survival** (*Let's be serious, this can help in so many ways*)<sup>i</sup>
2. **Swimming** (*not used at this Camporee, but very helpful; Zombies don't swim!*)<sup>ii</sup>
3. **Projectile skills** (*archery, catapult, sling slots, rock throwing*)<sup>iii</sup>
4. **Home Repair** (*protecting your home from unwanted intrusions*)<sup>iv</sup>
5. **Backpacking** (*you and your family may not have the comforts of home*)<sup>v</sup>
6. **Orienteering** (*can you find your way*)<sup>vi</sup>
7. **Leave No Trace** (*You don't want Zombies to track you*)<sup>vii</sup>
8. **1<sup>st</sup> Aid** (*Face it, we are all subjected to unknown injuries when we are running from Zombies*)<sup>viii</sup>

**See the next few pages to encourage your scouts on how to be prepared for a Zombie Apocalypse and this Camporee**



# The Scouts' Guide to Surviving a Zombie Apocalypse

Friday Night

## "Why I Scout"

### YouTube Video Competition



The Membership Team and Council Camporee Committee are teaming up for a contest to encourage Scouts to promote the reasons they are active in the Boy Scouts of America with a YouTube Video Contest.

Troops have until **March 15** to work in teams to create videos that share their passion for Scouting. The videos should be creative and fun and sell the idea of Scouting to viewers who may see them. A link to the video must be emailed to [abigail.roberts@scouting.org](mailto:abigail.roberts@scouting.org) no later than midnight on March 15, 2019.

Videos will be viewed for appropriate content and downloaded to a flash drive for viewing at the Council Camporee on April 5, at the Friday night Cracker Barrel. All Scouts and leaders present at the Friday night Cracker Barrel will vote on the videos to determine the winning video. The winners, if in camp, will be recognized during camp with a special reward. The winning video will also be played at the Council Court of Honor.



# The Scouts' Guide to Surviving a Zombie Apocalypse

Here's our guide to surviving a zombie invasion – Scout style. It might save your life one day...

## Be prepared...

To survive an invasion of flesh-eating zombies you need to think like a Scout, and there's no better place to start than with the Scouts motto: **Be prepared**. While the rest of civilization crumbles, pack your Scout survival bag with these essentials and live out the apocalypse in relative comfort:

- **Footwear**  
You don't want to be stumbling about in flip flops when the world has gone to pot, so lace up a pair of sturdy walking boots and ramble your way to freedom.
- **Maps and compass<sup>ix</sup>**  
Your smartphone **will** die – to make sure you don't get lost, get yourself some maps and a **compass** and navigate your way past the army of the undead. (*No phones allowed, if you need a watch, buy one for 5 bucks or use the buddy system. Do Zombies really care what time it is?*)
- **Water bottle**  
The essential survival tool – if you've got water, you've got a chance.
- **Water purification tablets**  
When clean water is scarce, these bad boys are essential.
- **High-energy snacks**  
Surviving the apocalypse is a tiring business, so you need to keep your energy up. Fruit and vegetables are perfect high-energy snacks, but they perish easily. Nuts are a great source of energy and can be found in numerous places.
- **First-aid kit**  
A zombie bite is fatal, but a first-aid kit will sort out most other bumps and scrapes.
- **Sunscreen**  
You've seen the movies – a lot of the time it's really hot in a post-apocalypse world. A good factor 30 should do the trick.
- **Bag of disposable lighters**  
During the apocalypse, there isn't always time to be clever with fire-lighting. Keep it simple with a waterproof bag of disposable lighters. Get yourself a tinder kit too, so you can start a fire quickly for vital warmth and sustenance. (I like Altoid cans to keep my kit dry, plus, they taste good.)
- **Paracord**  
A staple in Scouting survival. A good length of paracord has a hundred uses, from rigging up an emergency shelter to tying an improvised sling. *Don't leave home without it.*
- **Duct Tape**  
Another useful item for all survival situations. *Never leave home without it.*
- **Swiss army knife or multitool**  
A survival classic – it's like carrying an entire toolbox around in your pocket.

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## Defend your camp

Scouts are the perfect guides to the great outdoors and some essential Scouting skills could one day save you from a Zombie invasion. First things first – get out of the city and set up camp in the country (Old Ben?) You'll have a better chance of survival with these Scout camp defense tips:

- **Pioneer a look-out tower**  
Keep watch in style and pioneer your very own watch tower. Not only is this useful for spotting the enemy, but you'll also be a safe distance from those pesky zombies at ground level.
- **Build a wall**  
When bricks and cement are in short supply, defend your camp like a true Scout to keep those zombies at bay and make your wall out of wood and rope.
- **Make a DIY alarm**  
Zombies are tricky to trap, but at least you can be alerted to their attack with the aid of a Scouting-inspired alarm. No electronics, just



# The Scouts' Guide to Surviving a Zombie Apocalypse

like your phone, there will be no power during the Zombie Apocalypse

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## Survive on the move <sup>x</sup>

You've had to flee your camp, and, in your haste, you have left your map and compass behind. Don't panic – remember, a Scout shows no fear in such circumstances. (Zombies may smell fear.) Use your surroundings to help you navigate your way to safety. Also, remember that Zombies can track you. Practice Leave No Trace to prevent them from finding you.

- **Navigation by sun, moon and tree**  
type of signals can you use to tell your fellow survivors where to find your safe location?
  - **Tracking signs**  
So you've managed to navigate your way through hordes of the undead. You need to let other survivors know the path to safety but you're out of paper and there's no phone. What
    - **Leave no trace**  
When on the run, remember the words of Baden-Powell: 'Leave No Trace'. Remain invisible and those monsters won't know where to find you.
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## Survival essentials

- **Water**  
When your town has been overrun by shuffling zombies, you won't be able to simply pop into your local corner shop for a chilled bottle of sparkling. How will you find drinkable and cook-able water?
  - **Food**  
Hunting, fishing and looting the odd supermarket are all very well, but Scouts have a far more civilized way to stay alive: What types of food can you keep that will not spoil over time? **SPAM and TWINKIES**. With these 2 key ingredients, what type of meal can you provide for your patrol, troop and campsite? You will be able to find and "earn" ingredients to make your meal worthy of competitive advantage. Your troop will be provided with these sparse ingredients (Spam and Twinkies) to provide a meal for your unit. You can earn more ingredients during the day. (Details, later)
  - **First aid**  
If you're infected by a zombie *virus* there's nothing a Scout can do to help. For less extreme injuries, however, a Scout's resourcefulness will come in handy. You will learn skills to help you and others injured during encounters and invasions from the Zombies.
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**Live by these Scouting tips and you might just survive the end of the world...**



# The Scouts' Guide to Surviving a Zombie Apocalypse

Proposed Schedule: (subject to change, final schedule and campsite assignments will be sent 1 week prior to Camporee)

| The Scouts' Guide to Survive a Zombie Apocalypse |                                        |                                           |                       |
|--------------------------------------------------|----------------------------------------|-------------------------------------------|-----------------------|
| April 5-7, 2019                                  |                                        |                                           |                       |
| DAY                                              | TIME                                   | EVENT                                     | Location              |
| FRIDAY                                           | <b>PM</b>                              |                                           |                       |
|                                                  | 4:00-7:00                              | CHECK IN                                  | Parking Lot           |
|                                                  | 7:00-7:50                              | "Why I Scout" Troop Video Voting          | Dining Hall           |
|                                                  | 8:00-9:30                              | SPL AND ADVISOR MEETING                   | Dining Hall           |
| SATURDAY                                         | <b>AM</b>                              |                                           |                       |
|                                                  | 6:30                                   | FLAG CEREMONY                             | Parade Field          |
|                                                  | 6:45-7:45                              | BREAKFAST                                 | Dining Hall-all       |
|                                                  | <b>8:00-9:00</b>                       | <b>STATION 1</b>                          | <b>see assignment</b> |
|                                                  | 9:00-9:10                              | ROTATION                                  | OBSR road             |
|                                                  | <b>9:10-10:10</b>                      | <b>STATION 2</b>                          | <b>see assignment</b> |
|                                                  | 10:10-10:20                            | ROTATION                                  | OBSR road             |
|                                                  | <b>10:20-11:20</b>                     | <b>STATION 3</b>                          | <b>see assignment</b> |
|                                                  | 11:20-11:30                            | ROTATION                                  | OBSR road             |
|                                                  | <b>11:30-12:00</b>                     | <b>LUNCH</b>                              | <b>Trail meal</b>     |
|                                                  | <b>PM</b>                              |                                           |                       |
|                                                  | <b>12:10-1:10</b>                      | <b>STATION 4</b>                          | <b>see assignment</b> |
|                                                  | 1:10-1:20                              | ROTATION                                  | OBSR road             |
|                                                  | <b>1:20-2:20</b>                       | <b>STATION 5</b>                          | <b>see assignment</b> |
|                                                  | 2:20-2:30                              | ROTATION                                  | OBSR road             |
|                                                  | <b>2:30-3:30</b>                       | <b>STATION 6</b>                          | <b>see assignment</b> |
|                                                  | 3:30 - 3:40                            | ROTATION                                  | OBSR road             |
|                                                  | <b>3:40 - 5:00</b>                     | <b>COIN AUCTION (meal supplies)</b>       | <b>Campfire site</b>  |
|                                                  | 5:10 - 7:30                            | DINNER AND CAMPSITE BUILDING              | campsites             |
|                                                  | 7:00                                   | Tentative Catholic Service at OBSR        | TBD                   |
| <b>7:30-8:30</b>                                 | <b>CAMPSITE and MEAL JUDGING</b>       | <b>campsites</b>                          |                       |
| 8:30-9:30                                        | CAMPFIRE                               | Campfire site                             |                       |
| 9:30-10:30                                       | OA CALLOUT ( <i>Cheerful Service</i> ) | TBD                                       |                       |
| SUNDAY                                           | <b>AM</b>                              |                                           |                       |
|                                                  | 8:00                                   | CHAPEL ( <i>A Scout is Reverent</i> )     | Chapel Site           |
|                                                  | 9:00 CST                               | Catholic Services @ St. Peter & Paul      | Petersburg            |
|                                                  | 8:30-11:00                             | CLEANUP (SITE INSPECTION) [ <i>LNT!</i> ] | get out of here. 😊    |



# The Scouts' Guide to Surviving a Zombie Apocalypse

Stations to Learn skills for protecting you and your unit you protect you from the Zombie Apocalypse:

| Station # | Skills                       | Descriptions and Unit preparations                                                                                                                                                                                           |
|-----------|------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 1         | 1st Aid                      | What does it take to survive in a post-Apocalyptic world? You will not have access to electricity, motor vehicle transportation, running water, etc. How can you provide 1 <sup>st</sup> aid to someone in these situations? |
| 2         | Cope/Obstacle course         | How can you avoid Zombies safely? What tools will you need?                                                                                                                                                                  |
| 3         | LNT                          | Zombies can track humans; how can you avoid their tracking?                                                                                                                                                                  |
| 4         | Catapult                     | Can your unit bring a Catapult to prevent a hoard of Zombies from attacking your campsite?                                                                                                                                   |
| 5         | Sling Shots<br>Rock throwing | You don't have firearms; how accurately can you improvise and use Nature's projectiles?                                                                                                                                      |
| 6         | Tomahawk<br>Archery          | So, you managed to find a tomahawk or archery gear, can you demonstrate your proficiency in these tools? (Tools will be provide on site. Do not bring your own!)                                                             |



# The Scouts' Guide to Surviving a Zombie Apocalypse

## Details of the weekend:

- **Arrival time:** 4:00 to 7:00pm. If you are unable to check in at these times, please contact the organizers. It is very important that the SPL of your unit attends the meeting at **8:00 pm**.
- A troop video competition will occur on Friday night at 7:00 pm. Please have your participants in the dining hall to vote on the best "Why I Scout" video recruiting video for our council (more details to be announced later)
- **Meals:**
  - **Friday Dinner:** Not provided by the Camporee. Please eat before arriving to camp.
  - **Friday Cracker Barrel:** Provided by our cooking staff from 8:00 to 9:30 pm for SPL's and designated Unit Leader. Time subject to change.
  - **Saturday Breakfast:** Provided by Camporee staff in the dining hall after opening flag ceremony.
    - It is important to remember that the cooking staff will have over 500 individuals to serve within 1 hour. Please fill up tables as directed by the Camporee staff. Once you are finished with your breakfast, please, courteously, police your site and leave Dining Hall for others to eat.
  - **Saturday Lunch:** A trail lunch will be provided to the SPL at the SPL meeting. Please provide an accurate count of unit members, including adults. Lunches will be given to the SPL at the end of the SPL meeting on Friday night. SPLs will distribute these lunches to their units. Questions, contact organizers.
  - **Saturday Dinner:** Each unit will provide their own dinner, except for the competition dinner, see page 8 for details.
  - **Sunday Breakfast:** Provided by your unit. The camporee staff will NOT be able to provide a meal at this time. They have worked hard this weekend and would like to see their families and/or sleep. *(Please convey your appreciation to their dedication).*
- **Male and Females Units:**
  - Scouts BSA includes both genders in our program. It is important that we provide all individuals with proper Youth Protection guidelines.<sup>xi</sup>
    - **Camping:** Units will be assigned a campsite upon arrival. Male tent areas should be separated from female tent areas, as well as adult and youth tent sites. For some units, it will be a new concept, for units that have a Co-Ed Venture crews, it is a standard practice. WEBELOs scouts are still required to have a parent/guardian attending with their child. Please use Youth Protection Guidelines when all camping situations occur. If you have any questions, please contact the organizers or Council office.
    - **The Shower house** will have a youth male and youth female shower area and adult male and adult female area. These areas will be strictly enforced. Please inform your unit(s) of this policy.
    - It is very important to have **all** your **adult participants** trained in the most current Youth Protection training. If you have questions, please contact the organizers or the Council office. The training is available online or by appointment from your District Training Chairperson.





# The Scouts' Guide to Surviving a Zombie Apocalypse

## Let's get back to the fun stuff:

**We have competitions to keep your scouts excited!!!!**

### 1. Good Deed Coins:

- a. A scout/patrol/unit/campsite can earn coins for doing good deeds. These good deeds can be determined by camp staff, adult leaders, OA members, or participating Eagle Scouts. If a scout demonstrates a good deed, he/she may be awarded one or more coins.
- b. A Scout demonstrating the values of Scout Spirit may receive a "coin." Specific leaders will be able to give scouts these coveted coins. Other Camporee members may give these coins to scouts/patrols/troops/campsites for demonstrating "Scout Spirit."
- c. Coins can be awarded to a scout/patrol/unit/campsite for completing specific tasks at a station. Scouts may be judged by the station leader (Scout spirit, attention to detail, proficiency of the tasks).
- d. Campsites will be inspected for cleanliness, organization and safety. A campsite will earn coins for these key protocols. (Scout Law: A Scout is Clean)
- e. **So, why are these coins important, ... See section 3.c.**

### 2. Campsite competition:

- a. Each campsite will be judged by their ability to provide **protection from a Zombie Invasion**, using the skills learned during the weekend and preparation of each unit/campsite. (See previous pages for suggestions).
- b. Judging will begin at **7:30 Saturday evening**. Use your imagination to provide the most Zombie Proof site using the skills you learned during the day and your previous experiences. (What merit badges and Scouting skills will help you survive a Zombie Apocalypse?)
  - i. Remember, you will be working with multiple units within your campsite. Work together as a team to provide the best protection from Zombies. (SPLs should work together with one another and their unit).

### 3. Cooking Competition:

- a. During a Zombie Apocalypse, very few prepared foods will survive the temperatures and time of an Apocalypse. The Camporee organizers decided that 2 prepared foods will survive this apocalypse. They are:
  1. **Spam**
  2. **Twinkies**
- b. With this concept, we have decided to have a cooking competition. Each campsite will provide a meal using Spam and Twinkies for judging. We encourage each unit to come up with recipes for this competition and **decide by campsite**, which recipe to use. (Remember, teamwork)
- c. **Remember the Coin competition in section 1 above?**
  1. At 3:40 at the Campfire circle, your campsite can use your coins to "buy" extra ingredients for your competition meal!!!!!!!!!!!!!!!!!!!!!!
  2. We will have many different ingredients to help improve your **Survival meal**. Remember, since the Camporee committee will be tasting your "*inventions*" we want to be able to swallow and **enjoy it**. ☺ (Would you be able to survive with this meal?)
  3. Use your collected coins to buy ingredients to make the best meal possible. Also remember, the spam and twinkies don't have to be in the same pot. (just personal preference, the camporee committee likes **desserts** ☺)



# The Scouts' Guide to Surviving a Zombie Apocalypse

4. Different units may use their provided supplies, or the campsite can work together to make the most awesome meal possible during a Zombie Apocalypse, your choice.
  - a. Only one meal will be judged for each campsite. Each campsite will decide which unit will be judged for the site competition.
5. For Unit dinners, each unit should provide their own dinner.
  - a. Personally, we suggest Spam as a protein ingredient. Let the committee know if you would like us to provide SPAM and TWINKIES (aside from the campsite cooking competition) and for how many individuals.
  - b. An extra fee may apply. (*personally, just buy your own spam and Twinkies.*) Let us know how many Spam and Twinkies you may need.

## 4. Catapult competition:<sup>xii</sup>

- a. As you will see by the stations, one station is dedicated to a Catapult competition.
- b. We can run off multiple Zombies using catapults. This way they will not get too close to our shelters. Each unit can provide a construction of their own for the Catapult competition.
- c. Each catapult will be delivered to the Water-Front on Old Ben on Friday night. Safety for each scout is strictly enforced. The following guidelines are to be followed.
- d. *For details on dimensions, structure and other interesting information, see page 10.*

## 5. Overall winner for the Camporee:

- a. Each campsite will be judged for the following situations:
  1. Campsite organization (clean and orderly)
    - a. Judged early in the morning (during Station 1-3 rotations)
  2. Campsite protection (See 2a)
  3. Cooking with survivable processed foods (See 2b)
  4. Catapult competition
    - a. *Judging categories, see page 10.*
- b. Most coins collected (by mass in grams)
- c. Each unit at the campsite will receive a reward for a total of the categories. (Award to be decided)

For references and ideas to make this Camporee the best experience possible, please see the endnotes at the end of this document. Remember, Scouting is a game with a purpose. Let's allow our scouts to have fun but learn important skills to be successful individuals in our Community, Country and World.



# The Scouts' Guide to Surviving a Zombie Apocalypse

## Buffalo Trace Council - Spring Camporee 2019 Catapult Competition

The catapult device that Unit **YOUTH** will build must throw only ONE staff-provided projectile at a time. We will be using standard regulation softballs, weighing 6.5 oz (0.4 lb) and measuring 12 inches in circumference.

- Points in judging will be for distance, accuracy, and consistency measured from where the projectile stops moving. THREE tries will be given and added together for the final result. Have your device tuned and know how far it shoots, so you know the distance to place it from the target. Additional bonus points awarded for most innovative, unique, and decorative.
- MAXIMUM Dimensions: eight-foot cube, when ready to fire. It can be smaller, if it can fire a softball.
- The device must be able to be placed into a roped off area and remotely operated using human power only via 20' rope perpendicular to, not in straight line with, the path of the projectile. It must be mobile by human power to transport it from the road to the location of the catapult competition. This transportation can be done Friday after arrival if desired. Wheels mounted on the device are preferred or designed in modules carried in and assembled on site.
- Energy can be stored in weights lifted up, in torsion, compression, or tension of springs, bundles of twisted rope, flexible structural arms, or loops, strips, or blocks of rubber. No gunpowder, explosives, solid / liquid / gas fuel or propellant, tanks of compressed air or CO2 may be used. Safety shields to cover pinch points are encouraged if possible. A SAFETY RETAINER, such as a padlock or carabiner to prevent accidental release while loading, is also REQUIRED.
- Stationary structural supports must be wood, securely attached, such as by rope lashing and/or wood joinery, or metal hardware.
- Rotating or flexing arms or mechanical parts such as hinges, bearings, latches, or release trigger are to be made of strong materials, such as wood, fiberglass, nylon, or metal, and be attached in a secure fashion. Make sure your parts and hardware are strong enough for the job at hand!
- Have your device labeled with Unit number(s), and optionally patrol and member names, and Scouting-appropriate slogans.
- Units that choose not to enter the competition by building a catapult will still be allowed to load and fire staff-built devices or can borrow from another unit. Smaller units can work together to build a catapult.
- There is a wealth of information online about designing and building a catapult; these sites should get you started:
  - <https://www.real-world-physics-problems.com/catapult-physics.html>
  - <https://sites.google.com/site/nicolasduronioscatapultproject/home>
  - <https://en.m.wikipedia.org/wiki/Catapult>
  - <http://www.stormthecastle.com/catapult/index.htm>

Questions? Contact Brian Market at CubScoutsPack374@gmail.com

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<sup>i</sup> <http://www.boyscoutstrail.com/boy-scouts/meritbadges/wildernesssurvival.asp>

<sup>ii</sup> <https://boyscoutstrail.com/boy-scouts/meritbadges/swimming-merit-badge.asp>

<sup>iii</sup> <https://boyscoutstrail.com/boy-scouts/meritbadges/archery-merit-badge.asp>

<sup>iv</sup> <https://boyscoutstrail.com/boy-scouts/meritbadges/home-repairs-merit-badge.asp>

<sup>v</sup> <https://boyscoutstrail.com/boy-scouts/meritbadges/backpacking-merit-badge.asp>

<sup>vi</sup> <http://usscouts.org/usscouts/mb/mb080.asp>

<sup>vii</sup> <https://Int.org/>

<sup>viii</sup> <http://usscouts.org/usscouts/mb/mb008.asp>

<sup>ix</sup> <https://libraries.indiana.edu/topographic-maps>

<sup>x</sup> <http://www.boyscoutstrail.com/boy-scouts/meritbadges/wildernesssurvival.asp>

<sup>xi</sup> <https://www.scouting.org/training/youth-protection/>

<sup>xii</sup> <https://www.real-world-physics-problems.com/catapult-physics.html>

