

Spring Camp Little Sioux Scout Ranch
3 Districts
Lewis & Clark, Ohwahnasee, & War Eagle

Zombie Apocalypse

April 28-30 2017

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Spring Camp 2017

Friday

- 5:00 -8:00 pm Registration begins at the Admin building
Please send one adult in with roster and health forms upon arrival to camp.
- 9:00 pm Leaders meeting- leaders and acting SPL must be present.
Attendance is recommended for updates Events, time
Changes and other important information we need to share.
- 10:30 pm all quiet in camp. Please ensure all scouts are in camp and
Be considerate of others.

Saturday

- 6:00 am Reveille
- 7:00 am Breakfast in camp sites
- 8:30 am Flags (by pavilion)
- 9:00 am Merit Badge Class starts
- 9:00 am Events start
- 12:00 pm Lunch in campsite
- 1:00 pm Events resume
- 4:00 pm Events end
- 6:00 pm Supper in campsite
- 6:00 pm Chili turn-in
- 6:30 pm Retire flags
- 7:30 pm Campfire
- 8:45 pm OA Call out/ Webeloes Crossover
- 10:30 pm all quiet in camp. Please ensure all scouts are in camp and
Be considerate of others

Sunday

- 7:00 am Reveille
- 8:00 am Breakfast in camp
- 9:00 am Scouters own
- 10:00 am Strike up camp /have a safe trip home.

Important Information

All policies in this packet should be read thoroughly. They are intended to ensure a safe, fun and informed weekend.

Camporee Hosts:

Todd Gaddie, Mel Clark, Curtis Frazier, Sherry Frazier, Rick Gerbling, Randy Fields, Vince Bugg

Medical Staff:

There will be medical staff available at the Welcome Center. Medical Staff will take care of any service requiring medical attention. ALL INJURIES incurred during the course of the camp must be reported.

Registration & Fees

Registration is open to all Boy Scouts, and Ventures, for the entire weekend. Registration includes access to all events, supplies and camporee patch. The cost is \$15.00 per person. Adults are Free. We need units to pre-register. www.mac-bsa.org

Trading Post will be open at the Administration building during the day watch for times.

Health Forms & Tour Permits

Current Health forms MUST accompany all units to the camporee for each scout and scouter. The health forms will be kept at the headquarters for the camp doctor. You can retrieve them when you check out.

Only those traveling out of district need to complete a tour permit. This policy is intended to protect youth and adults that might be involved in an emergency situation and allow District leaders at the camporee to take the appropriate action needed.

Parking

Due to high volume of vehicles at the camporee only one vehicle per troop will be allowed to transport the troop trailer or gear to the campsite. This vehicle will be issued a parking permit. All extra vehicles will be required to park in designated area. Scouts will walk to campsite. Do not put gear in several vehicles expecting us to let all of them up into the camping area.

Check-in Procedures

Please plan to arrive between 5-8pm. Registrations at the Welcome Center. Please send one adult in with health forms and completed roster to register upon arrival at camp.

Meals and Restrooms

All meals are on the troops eating in campsites. Restrooms are the latrines in the campsite areas.

Camp Headquarters

The headquarters will be at the Administration Building. All meeting, administrative, program and health needs will be handled at the headquarters. Headquarters will be staffed 24 hours a day and during the events in case of an emergency. All camp staff can be contacted through the camp headquarters. More details at registration

Check-out Procedures

Camp staff will be located in Administration building. You will be able to retrieve your health forms at this time. Remember a scout is clean, please police your campsite and leave it better then when you arrived.

Adult Leadership

It is the policy of the Boy Scouts of America that trips and outings may never be led by only one adult. Two registered adult leaders or one registered adult leader and a parent or guardian of a scout, one of whom must be 21 years of age, are required for all trips and outings. Adults must have taken Youth Protection training provided by the council. If you do not have two deep leadership, contact any of the camp directors and we will combine your troop with another to provide the required leadership.

Events

Zombie Pod Carry-Scouts will transport a pod (bowling ball) from its original starting point carried on a piece of plywood with ropes attached at each of the four corners. The pod will be placed in a containment vessel (bucket) at the other end. All supplies will be at the station.

1. Teamwork -1-10 points
2. Completion or Level of Completion –1-15 points

Launch the Cure- The Patrol will move the “Cure” (a thick goo) to the safe zones. The Scouts will work as a team utilizing 3-man launchers to send the “Cure” downrange into safe zones. There will be a super zone that will count extra if you get it into that zone.

1. Teamwork 1-10 points
2. Total weight of “Cure” in zones 1-20 points

Tomahawks- Scouts will hone their aim and accuracy at this station.

1. Individual scoring -will be added to Patrol sheet

Campfire Auditions- Scouts will use their talents to appease the horde. Come up with original and theme based skits (practice before Camporee).

25 Points: Incorporating the Zombie theme into skit

50 Points: Creativity and Originality in skit

10 Points: Patrol Yell, before and after the event

15 Points: Full Patrol Participation

Total Possible: 100 Points

Patrols scoring 85 points or higher will receive a slot at the Campfire. Qualifying patrols will receive 10 bonus points after completing their skit at the Campfire.

Points Deducted:

-20 Points: Skit is longer than 4 minutes.

-30 Points: Skit is longer than 5 minutes (skit will be cut-off)

Climbing Wall- Scouts will test their skills as they complete the climbing wall challenge. You never know when you may need to scale a wall to escape from the Zombie Horde.

1. Individual Scoring –will be added to Patrol sheet

Pioneering Challenge- Patrol will be judged on time to complete the station. The Patrol will lash and erect a tripod from three poles 10 feet long. It will be tested by suspending a rope with a bosun's chair (bowline on a bight) from the top. One Scout must sit in the chair and remain clear of the ground for 30 seconds. Supplies will be at the station.

1. Teamwork -1 -10 points
2. Finishing in the Allotted Time or Level of Completion –1-15 points

Fire Building- To keep yourself warm while fleeing the Zombies, it is important to know how to build a fire. The Patrol will construct a fire powerful enough to burn a twine suspended above the fire. The Patrol will be supplied with hatchets and wood to make tinder & kindling.

1. Teamwork -1-10 points
2. Time of Completion –1-15 points

Blind Obstacle Course- While you were trying to build a shelter, you accidentally stumbled upon a nest, and got stung by a swarm of tracker jackers! You are suffering through hallucinations and can't see; make it to safety before the Zombies can take advantage of your weakness. You will have an obstacle course set up for the patrol leader to traverse through. The patrol leader will be blindfolded, but can receive any form of instruction from the rest of the patrol. Your goal is to complete the obstacle course as fast as possible, without coming in contact with the obstacles.

10 Points – Patrol Yell before and after the task

10 Points – Leadership and Teamwork

80 Points – Completion

Total Points possible: 100 points

Points Deducted

-5 points – Every 10 seconds over 3 minutes

-5 points – Every obstacle hit

First Aid- Scouts will perform First Aid on some common injuries that one would likely receive while fleeing a Zombie Invasion (sprains, broken bones, cuts...). Be ready for some zombie themed First Aid treatments.

1. Teamwork 1-10 points
2. Handling the Emergency correctly 1-15 points

Zombie Station- Get into the theme by stopping by this station to be “Zombified” with face paint.

1. Full Patrol Participation 25 points

Find the Cure- You have found coordinates that lead to medicine that will help with Zombieism. This treatment will help when the apocalypse happens. There is only limited supplies at each coordinate so you may have to find multiple points to protect your entire team.

1. Teamwork 1-10
2. Time of completion 1-15

Zombie Invasion

This event will begin sometime Saturday Afternoon and will end @ 4 PM-Scouts Only Can Play.

- Blue(Human) and Orange(Zombie) armbands will be given out to all scouts at registration.
- All Scouts start as humans by wearing the blue armband on upper part of their arm during the day, keeping the Orange armband in a pocket.
- Safe Zones: All Activity areas, all Camp Sites and Buildings (porches too), Bathrooms and 20 feet around each. **No tagging is allowed.**
- At some time on Saturday the Zombie INFESTATION will begin.
- When tagged by a Zombie (Orange Armband) a Human (Blue Armband) is required to hand over their blue armband to the zombie and replace it with an Orange armband from pocket. You are now a Zombie and you can start tagging Humans. Tagging is a firm touch to the arm, shoulder or back (not hitting)

- You can use the medication that you found to freeze the zombie for 5 seconds, thus enabling a hasty retreat. You must hand the medicine to the zombie.
- No cannibalism: You may NOT attack someone from your own troop.
- No running: If you are caught running you forfeit your ribbons and the game. Any Leader who sees a scout running can take all ribbons

To play you must wear the armband at all times.

- There will be 2 Doctors (unknown adults) that can cure zombies (turn them back into human). You will be required to do a Tenderfoot, Second Class, or First Class Requirement. (Practice your knots)
- There will be 2 Zombie Hunters (unknown adults) who will take all ribbons from a zombie.
- Invasion will be over when you hear the horn. If you think you are a winner please come to Administration.
- **You win** by being the last human or the Zombie with the most Blue Armbands AND have your activity card ½ filled (Scouts who participated in Merit Badges will be given compensation). Ties will be broken by how many activities you have attended and total score. If you become a zombie intentionally, that ruins the game for everyone else.
- Everyone plays Zombie Invasion to have fun, and the rules only exist because we agree they do. That is why the most important rule is to treat your fellow players with respect, and gracefully accept when you have been tagged. Remember a Scout is Trustworthy and Courteous and we expect you to keep these points in mind while you are playing this game, and most of all have a fun time and be safe.

Chili Cook Off- Patrols can enter their Chili to be judged. Winner will receive a special cook-off trophy that can be displayed in their camps at all future Camp-O-Rees

Merit Badges

Fishing- Bring your poles and bait. We may have some, depending on how many pre-register.

Camping- Sorry, the climbing wall is not high enough for the rappelling in requirement 9. Plan on attending the Klondike Derby to complete Req. 9 B-5 (snow camping).

Spring Camp Lewis and Clark, Ohwahnasee, & War Eagle

April 28-30 2017

Little Sioux Scout Ranch

Unit # _____

District _____

Scoutmaster

of youth attending _____ @ \$15.00 _____

of Adults attending _____

Youth attending MB- Camping _____

Fishing _____

Total amount due online.

Register on www.mac-bsa.org (go to calendar date click on event to register)

Event Score Card

District _____ Patrol Name _____ Troop # _____

Event	Possible	Score
Zombie Pod	25	
Launch the Cure	30	
Tomahawks	50	
Campfire Auditions	100	
Climbing Wall	50	
Pioneering Challenge	25	
Blind Obstacle Course	100	
Fire Building	25	
First Aid	25	
Zombie Paint	25	
Find the Cure	25	
TOTAL	480	