

ZOMBOREE 2013

River Trails District Fall Camporee



October 18th, 19th and 20th, 2013 Location: The Commons Salem, Missouri

RIVER TRAILS DISTRICT ZOMBOREE FALL CAMPOREE

Registration Form

When:	Oct. 18-20th, 2013		
	re: The Commons, Salem, Missouri \$ 13 per person before Sept 20 th		
.031.	\$ 18 per person after Sept 20 th		
Name:			
Phone Num	ber:		
Jnit Numbe	er:		
***Second	Year Webelos Scouts must have an accompanying parent or guardian and must camp with a		
Boy scout Ti	roop, No other Cub Scouts allowed.		
Pack Numbe	er is camping with Troop Number		
	Total Youth x \$13 (\$18 after Sept 20 th) =		
	Total Adults x \$13 (\$18 after Sept 20 th) =		
	Total Due =		
Γ-SHIRT PRE	-ORDER: shirts @ <i>\$10.00</i> each (<i>\$12.00</i> for 2XL or 3XL shirts)		
	ST BE ORDERED NO LATER THAN <u>Wednesday, September 20th</u>		
	M, L, XL, 2XL, 3XL shirts (adult sizes) M, L (Youth sizes)		
Please mak	e checks payable to BSA.		
	roster when you check in on Friday Evening.		
	masters will need a current copy of health forms (part A and B) for each participant (including youth or adult.		
Senior Sco	uts and Adult Leader who serving as staff on Saturday:		

RETURN THIS COMPLETED FORM TO THE ROLLA SCOUT SHOP WITH FEE

2 | Page

River Trails District Fall Camporee Unit Roster

Un	it	#	1

Scouts		
(Zombies)		
1.	11.	
2.	12.	
3.	13.	
4.	14.	
5.	15.	
6	16.	
7	17.	
8.	18.	
9.	19.	
10.	20.	
Adults		
1.	6.	
2.	7.	
3.	8.	
4.	9.	
5.	10.	

River Trails District Fall Camporee

Questions about the Zomboree?

Questions about the Zomboree will be answered at the August and September Roundtables. Also, frequently check out the River Trails District website for latest information.

Additional questions can be sent to Zomboree Chairperson Ken Bohannan at kcbohannan@embarqmail.com. This event is being organized and run by the District Order of the Arrow; so get your Troop and past OA members involved today.

Registration

- All activities are patrol-based. Troops and Crew must divide their Scouts into 6 9 man patrols. These patrols can be different than the boys' usual patrols.
- Patrols are strongly encouraged to adopt a zombie themed name and to design a "zombified" patrol flag to be entered into the Best Zombie Patrol Flag competition.
- All participating units <u>must</u> turn in patrol rosters when they register for the Zomboree. The cost is \$13 per person.
- Registration must be in the Rolla Scout Office <u>no later than</u> 4:00 pm on **Friday, September 20th, 2013**.
- Units registering after September 20th will pay an additional \$5.00 late fee per person total of \$18, per person) Final registration cut-off is October 10th; (Note: T-Shirts will not be guaranteed past September 20th registration).
- All units must turn-in their troop roster and registration fee no later than Friday, September 20th, 2013 to ensure availability of 2013 Zomboree patches and t-shirts. On-time registration will ensure that:
 - ✓ Each Scout & Leader receive a Zomboree PATCH AND T-SHIRT
 - ✓ Participating units receive a District Zomboree Streamer for their unit flag.

Note: Based on availability, extra patches will be made available for purchase on Saturday, at the Trading Post.

- . Zomboree t-shirts that are preordered will be distributed at check in.
- . Zomboree patches and awards will be distributed to all registered Scouts upon
- a successful unit check-out on Sunday morning.

Webelos at the Zomboree

Troops may invite second year Webelos to camp out on Saturday. Webelos will be able to do most activities especially designed for them.

The following applies to the Webelos attending the Zomboree:

- Fee is \$13, which covers Webelos specific activities and a patch.
- Webelos must be invited by a Troop and will join the Troop for meals.
- Webelos must be accompanied by a parent or legal guardian.

Important Things to Know

Patrols compete against both a standard (not against other patrols) and a patrol vs. patrol competition. It is strongly recommended that Scouts bring "grungy" clothes that they do not mind getting dirty or messed up. Since this is a night time light colored clothing is strongly recommended. Class "A" uniforms are required for Sunday's Chapel Service.

All units will be responsible for their own meals throughout the campout. It is strongly advised to plan a simple lunch on Saturday so that patrols can make it back to scheduled events on time.

Each unit is requested to provide **one adult leader** to assist with Saturday's activities, please list Leaders names on the registration roster.

Information for All Participating Units

All participating Scouts must know and be able to use the following six knots in order to successfully participate in the planned activities. All knots are "common knowledge" Scouting knots and will come into play during the various events. Please practice your knots at Troop & Patrol meetings before the Zomboree (Camporee).

- . Square Knot
- . Two Half-Hitches
- . Taunt-line Hitch
- . Clove Hitch
- . Bowline
- . Sheet Bend

Check-In

- Check-in will begin at 5:30 pm Friday and end at 8:30pm; Please notify Ken Bohannan at kcbohannan@embarqmail.com for special arrangements if your Unit is going to arrive later.
 - At Friday Check-in be prepared with the following:
 - ✓ A copy of your updated roster of boys (by Patrol) and adults in camp (form attached)
 - ✓ BSA Medical health forms (A, B) for every Scout and Scouter (to be shown only).
 - ✓ All Scouts will be checked by the Camp Doctor for signs of Zombie infection.
 - ✓ A positive attitude and ready to have fun!
 - No persons are allowed in the back of trucks, trailers or campers, per the Guide to Safe Scouting
 - Park only in designated areas
 - No vehicles are allowed in the campsites

Note: Trailers may be delivered to the campsite, but vehicles must be returned to the parking lot. If a vehicle must be in camp for medical reasons, please notify Zomboree Staff when registering and during check-in Friday night.

No Unit will be allowed into camp without a patrol/unit roster

Checkout Process

- All tents, tarps, dining flies, etc. must be broken down and secured
- All Scouts & Leaders must be present, on-site, for Checkout
- All trash must be cleared and secured in the campsite. All Units will carry out their trash. There is a camp dumpster located behind the dining hall.
- Zombie Barrier materials are NOT to be disposed of at camp!!!
- LEAVE NO TRACE will be strictly enforced
- Inspecting Staff will sign-off on Troop checkout form and issue Zomboree patches & awards for all Scouts & Leaders
- Once checkout form is signed off, Troop is free to leave.
- Zomboree evaluation forms to be completed and turned in at campsite check-out
- Only one vehicle is allowed in camp to hitch and remove the Troop Trailer.

Dress Code

Scouts will need their BSA Field Uniform (Class A) for Sunday Service. Otherwise, plan on wearing light-colored "old" clothing. This will be a dirty, messy weekend; wear grungy clothes that you don't mind getting messed up.

Camp Rules

- NO ILLEGAL DRUGS OR ALCOHOLIC BEVERAGES IN CAMP UNDER ANY CIRCUMSTANCES. Violators will be asked to leave immediately and local authorities will be contacted.
- NO FIREARMS, EXPLOSIVES, OR FIREWORKS. Violators will be asked to leave immediately and local authorities will be contacted.
- No fighting, bullying, or use of vulgar or blasphemous language
- Anyone leaving or entering camp MUST sign-out/sign-in at the Registration Area.
- All BSA policies & procedures. All Scouts are expected to follow the Scout Law & Oath.
- No SMOKING is allowed in camp or around scouts.
- Any Scout with a knife must have a "Totin' Chit" on his person at all times.

Campsite Policies

- Use gas stoves for cooking meals only, keeping heat away from grass or other combustibles.
- No vehicles in camp. One vehicle may drop off a Troop trailer and then must go back to the
 designated parking area. If there is a medical reason for needing a vehicle in camp, please notify
 the Zomboree Staff.
- Troops will be sharing campsites with other troops.
- GROUND FIRES ARE ALLOWED. Open flames are not allowed in the campsites.
- Buddy system will be strictly enforced.
- Each unit should have the entrance to their campsite well defined with some type of a Troop sign displayed
- Chemical fuel please bring only what is needed for this two day event and secure them as required by the *Guide to Safe Scouting*
- TRASH All trash to be confined in campsite boundaries. Please remove all trash from site and dispose of it properly when leaving Camp on Sunday.
- No breakdown of campsite is allowed prior to the Sunday Awards Presentation without the express permission of the Zomboree Director.
- LEAVE NO TRACE! Remember we are guests at this camp.

First Aid

Troops are responsible for providing First Aid for minor bumps and scrapes for their Scouts. Major injuries requiring professional medical experience should be reported to 9-1-1 and the Zomboree Staff immediately so that emergency vehicles can be guided to the injured Scout.

Trading Post

There will be a limited Trading Post on Saturday. Bottled water, Gatorade, snacks, and other items will be available for sale. All sales are cash only. Proceeds from the Trading post will go towards the District's OA Chapter.

Participation Requirements

To qualify for unit/patrol awards, each unit/patrol must:

- 1) Participate in each and every event: Friday & Saturday
- 2) Participate in Sunday chapel and closing ceremonies
- 3) Show proper Scout Spirit & sportsmanship throughout the weekend
- 4) Prize awarded for "Zombify your Scoutmaster" Troop competition
- 5) Prize awarded for Zombie Barrier Troop competition

Zomboree Events Description

<u>Zombie Barriers</u> (Campsite Gateway): Fortify the survival area to protect against the incoming Zombie Hordes! Make sure you know your knots and lashings, as they are the only thing between you and the Zombies!

<u>Hazmat Containment</u> (First Aid): What do you do when a zombie attacks and inflicts casualties? Cure the zombie bite before you turn into one! Patrols should be ready to tend to any injuries that could occur during a zombie attack.

Zombie-Q (Fire Building): EVERYONE knows Zombies hate fire. Test your fire building skills and be quick about it.

<u>Die Zombie Die</u> (Archery): We know that zombies are attracted by sounds; sometimes you need to be silent, but deadly. It's time to practice before the zombies get here (Archery).

Zombie Sniper: Test your accuracy skills by shooting infected "zombie eggs" before they hatch.

<u>Tomahawk Marksmanship</u>: Each member of the patrol will get three throws with a tomahawk. Scoring will be completed based on an average of all the patrol members' scores.

<u>72 Hour Bug-Out</u> (Evacuation Plan): Zombies are in your neighborhood and you've got to leave now! Select appropriate items to pack and don't waste any time (the zombies are here and we need to go!) Weight is an important factor... if you can't carry it; you can't take it with you!

<u>Zombie Detention</u> (Knot Skills): Sometimes you need to safely secure a Zombie. This is a timed event and includes tying two specific knots, three lashings and lifting deadweight.

<u>Visit the Zombie Inn</u> (Survival Skills): Your mission: construct a zombie-proof survival shelter. Bring your ingenuity and engineering skills. Troop provides their materials for constructing their shelter.

<u>Combat Communication</u> (Signaling): Communicating with other survivors and military personnel are key to survival, but Zombies are attracted to noise.

How good are you with semaphore, trail symbols, and signaling mirrors? Send or communicate a simple message.

<u>Escape the Undead</u> (Orienteering - Night Event): Your patrol is heading to safety through the woods... What's that? Is that a..... RUN! Orienteering can save your life; patrols will compete by choosing the correct bearings to make it to safety.

Zombie CRYPTOGRPH (Puzzle Solving): Every patrol will receive clues to a secret message gathered at each event. Decode the message - learn the secret!

River Trails District Fall Camporee

Campsite Inspection

Troop#_____

4.6	40.51	
1. Campsite Well Defined	10 Pts	
2. UNITED STATES FLAG (Properly Displayed)	10 Pts	
3. Troop Flag	5 Pts	
4. Campsite Zombie Gateway	10 Pts	
5. First Aid Kit	10 Pts	
6. Designated Cleaning Area		
a. Dishes clean	2.5 Pts	
b. Pots and Pans Clean	2.5 Pts	
c. Kitchen Area Clean	2.5 Pts	
d. Hand Washing Area	2.5 Pts	
e. Duty Roster Posted	2.5 Pts	
7. Campfire Area Clean		
a. Wood Neatly Stacked	2.5 Pts	
b. Wood Yard Marked	5 Pts	
c. Wood Tools Stored Properly	5 Pts	
8. Trash Disposal		
a. Trash Bags Available	2.5 Pts	
b. Campsite Clear of Litter	5 Pts	
c. Recyclables Bags Available	5 Pts	
c. Necyclables bags Available	31.3	
9. Tents (Safely Arranged and Organized Per Patrol)	5 Pts	
10. Leave No Trace Policies in Practice	7.5 Pts	
11. Anti-Zombie Camp Gadgets	5 Pts	
	100 Points Possible Total:	

River Trails District Fall Camporee

Weekend Schedule

Friday, 18 October

5:30 pm - 8:30 pm: Check-in. Upon arrival, the leader and SPL must check in at Registration area.

Turn in your roster and any outstanding payments balance.

After Check-in until lights out: Build Zombie Barriers ("Zombified" campsite

gateways)

9:00 pm: SPL/SM meeting at (TBA)

11:00 pm: Lights out

Saturday, 19 October

8:00 am: Flag Ceremony (Field Uniform)

8:30 am – 12:30pm: Morning Activities (Activity Uniform)

12:30 pm – 1:30 pm: Lunch

1:30 pm – 4:30 pm: Afternoon Activities (Activity Uniform)

5:00 pm: Flag Ceremony (Field Uniform)

5:10 pm – 7:30 pm: Dinner / Make your Scoutmaster into a Zombie

7:45 pm – 8:45 pm: Evening Activities at the Council Fire Ring

(Activity Uniform)

9:00 pm - 9:15 pm: "Zombify your Scoutmaster" Scoring

(right before the movie)

10:20 pm – 10:50 pm: Zombie Raid

11:00 pm – 12:45 am: Lighthouse of Death Theater presents "I am Legend"

1:30 am: Lights Out

Sunday, 20 October

7:30 am – 8:30 am: Breakfast / Clean-up

8:45 am – 9:00 am: Chapel at the Council Fire Ring

9:00 am – 9:30 am: Awards Presentation & Closing Ceremony at the Council Fire Ring

10:00 am: Camporee Ends. You must check out at Camporee Headquarters and have

camp staff inspect your campsite before leaving