

QUINNIPIAC DISTRICT CAMPOREE

# ZOMBIE APOCALYPSE



October 15-17, 2021

Deer lake scout reservation

**It has happened!** Zombies have been sighted in Quinnipiac District and are rumored to be heading into the surrounding areas. The Scouts are advised to seek immediate shelter at the Emergency Zombie Survival Area at Deer Lake in Killingworth Connecticut. Bring your own gear and rations to survive the weekend. The only thing for certain in a Zombie Apocalypse is that nothing is for certain. Remember that the best chance for survival is to “Be Prepared”! Stay tuned to Emergency Broadcast Notices for further updates.

## Zombie Invasion Schedule

### Friday:

- 6:00 PM – 9:00 PM----- Registration and Check-in
- 7:30 PM ----- Movie: World War Z
- 9:30 PM – 10:00 PM----- Scoutmaster & SPL Meeting and Cracker Barrel.
- 11:00 PM ----- Taps/Lights Out

### Saturday:

- 7:00 AM – 8:00 AM ----- Reveille and Breakfast
- 8:00 AM – 8:30 AM ----- Opening
- 8:30 AM – 9:15 AM ----- Event Station #1
- 9:15 AM – 10:00 AM ----- Event Station #2
- 10:00 AM – 10:45 AM ----- Event Station #3
- 10:45 AM – 11:30 AM ----- Event Station #4
- 11:30 AM – 12:30 PM ----- Survival Lunch
- 12:30 AM – 1:15 AM ----- Event Station #5
- 1:15 PM – 2:00 PM ----- Event Station #6
- 2:05 PM – 2:45 PM ----- Event Station #7
- 2:45 PM – 3:30 PM ----- Event Station #8
- 3:35 PM – 4:15 PM ----- Event Station #9
- 4:15 PM – 5:00 PM ----- Camp Wide Game
- 5:00 PM – 7:00 PM ----- Dinner /Clean-up
- 7:30 PM – 9:00 PM ----- Inter-Faith Service, Campfire Program, and Awards
- 9:15 PM – 9:45 PM ----- Scoutmaster/SPL Meeting--Camporee Evaluation -- Cracker Barrel
- 11:00 PM ----- Taps / Lights Out

### Sunday:

- 8:00 AM – 8:30 AM ----- Reveille and Breakfast
- 8:30 AM – 9:00 AM ----- Camp Wide Clean---Up By All Participants
- 9:30 AM – 10:00 AM ----- “Leave No Trace” Check-Out

Every Zombie survivalist knows that you have to sacrifice the few to save the many. Each Troop needs to sacrifice two adults (more would be appreciated) to help run our events. Lone OA members (a member whose troop is not participating in the camporee) are also invited to become part of the undead helping to run the camporee.

The Scout Oath and Law will govern the behavior of all participants during this Camporee. The principles of "Leave No Trace" should be practiced all weekend.



## Zombie Invasion Events

A zombie attack is probably the hardest challenge you will ever face. Zombies (or the "undead" as they prefer to be known) are notoriously difficult to kill because they are not actually alive. Humans turn into zombies from a Zombie virus, which travels "through the bloodstream, from the initial point of entry to the brain". The virus ceases all bodily functions and mutates the brain into an organ that does not need oxygen. Thus, the essentially deceased person will become the living dead, with an insatiable drive to consume human flesh. A person can only become infected through "direct fluidic contact", including bites and direct contact with zombie wounds and remains with open wounds on humans.

It's up to you to save humanity from the Zombies. Each Patrol will need to bring one GPS unit and know how to use it in order to use the provided GPS coordinates and safely find each event location. Ask your Scoutmaster for instructions (unless he is already a Zombie). Having your daypack with the necessary survival gear available at all times will be critical. All patrol members should carry a water bottle to prevent dehydration. Dehydration slows you down and slowpokes are more likely to be eaten by Zombies. As you go through the events you will collect parts of the "Cure" in the form of encoded instructions. You will also have your patrol's Zombie Defense Passport stamped at each event with the points you have earned. Bring those parts of the Cure and your passport to the Survival Area HQ at the end of the day. The points earned at each event by your Patrol will determine how much anti-Zombie gear you get for the final apocalyptic confrontation with the Zombie Horde. Decode the "Cure" instructions to know when, where, and how to use the anti-Zombie gear.

# Event Stations

**Pyromania:** Fire is very good at limiting the spread of the Zombie virus, but steps need to be taken to ensure that the fire does not spread, nor that it attracts too much attention to the new HQ. With all of your matches ruined by drooling Zombies, you have a few basic supplies to get a flame going fast. Use the items provided at the station along with materials found in your daypack (except paper) to invoke a flame. The string is holding a bucket containing the cure over your infected leader. Burn through the string in record time and douse your leader with the cure. You don't want to get too close and get contaminated. A quick review of burn first-aid will also help you score additional points.

**Finding the Cure:** The Zombies have hidden parts of the cure throughout the area. They were hidden sometime in the darkness. Use your brains (while you still have them) and a GPS to decode and locate these critical components. Be careful, Zombies are everywhere. When looking for the cure, look high and low. Are you sure you should look behind that tree?

**Monster Mash:** You and your Patrol find yourselves in the midst of a full-fledged Zombie outbreak. Zombies have been seen swarming the area, attacking, and leaving numerous injured. Your Patrol comes across an "Army Mash" unit, being overwhelmed and in chaos. A medic will call upon your patrol to use their first aid training from Tenderfoot, Second Class, and First Class requirements to help treat a patient. Discover how to replicate blood, wounds, burns, and scares.

**Defend the Camp:** Listen up, Scout! There's only one thing standing between a Zombie horde and your brains, weapons know-how. That is why you want to train with available weapons! Test your accuracy with throwing knives to make sure you can defend yourself. We've located a stash of Zombie Heads that we need you to take out.

**Escape Through the Barbed Wire:** There are Zombies all around and you need to get from one area to the other without touching the Zombie Barrier. Work your way through holes in a barb wire web without touching the wire, one hole for each team member (or you sound the alarm and the Zombies know where you are). Hurry up. You only have so much time before the Zombies find you anyways. How many of your patrol members can escape to safety before time runs out?

**Signal for Rescue:** The Zombie Apocalypse has started and the world is in chaos. Your patrol needs to get to some place safe and NOW. Luckily, there are helicopters flying all around you but they don't see your patrol. Be able to use a signal mirror to attract attention. Make visual signs so that a helicopter knows where it can land to pick you up and that you need rescued. Do you know the internationally understood distress signals or will they mistake you for Zombies and fly off?

# Event Stations

(continued)

**Move the Zombie Head:** Wow!! – Your patrol has found a zombie head and you must dispose of it safely without spreading the virus. Can you safely pick up the head and place it in the biohazard container without getting near it? Remember, Zombie heads can still bite and infect you. Don't forget to work together as a Patrol, or the head you lose may be your own.

**Improve Your Fortifications:** You've managed to make it to the Survival Area, but now you need to fortify it to protect against the oncoming Zombie Hordes! Make sure you know your square, round, and diagonal lashings, as they are the only way to create a barrier across the opening between you and the Zombies!

**Defense on the Move:** Zombies or "the undead" don't stay in one place and neither should you if you know what's good for you. Practice your archery skills on the move.



## Essential Daypack Items for Each Patrol

- GPS unit
- White t-shirt  
(to distress and disguise yourself as a Zombie)
- Passport
- Pencil and spiral bound notebook
- Scotch tape
- Steel wool in Ziploc bag
- 15 feet of rope
- Tinder for fire-starting  
(no chemical or paraffin additives)
- Scout Book · Blank CD
- Nine volt battery
- Patrol first aid kit including latex gloves
- Energy snacks for morning and afternoon
- Three triangular cloth bandages (Cravats)
- Ziploc bags  
(for storing parts of the "Cure" and Defense Passport)

## Additional Activities:

**Zombie Theater:** Every Troop is encouraged to have a skit at the campfire on Saturday night. Most importantly...EVERY skit must contain something about Zombies! It's time to get creative with a new skit or by reworking some of those old skits that we see every Camporee. Costumes are encouraged. An award will be given for the best and most original skit.

**Make Your Own Zombie T-Shirt:** Each troop should prepare their shirts prior to the Camporee. Instructions for making a Zombie T-Shirt: 1. Tear your t-shirt. A zombie won't be walking around in a perfect, clean t-shirt. Study the shirt and determine where you'd like to tear the fabric. Pick locations that won't overexpose you and that will be comfortable. 2. Use scissors to cut into the fabric as the shirt can't be easily torn. Scissors can widen the tears and help to create a frayed effect on the shirt. Don't over-cut and be sure that the slices in the clothing aren't too perfect. 3. Place fake blood in strategic locations on your t-shirt. Because fake blood has a tendency to dry lighter on fabric, you will need to apply several coats of blood in order to achieve a more realistic color. 4. Rub dirt on your shirt so that it will have a more stained appearance. Zombies will be rough as they hunt their prey, so you need to make the shirt look as if it has been through many encounters. You can also push the t-shirt against grass in order to add grass stains to the material. 5. Check the back of the shirt to make sure that you have cut and stained that surface, too. Don't just focus on the front of the shirt because the back should reflect the hard times that zombies also encounter.

**Costume Challenge:** Turn one of your adult leaders into a terrifying Zombie. Some say that all adult scout leaders look like Zombies after a day or so in the woods with Scouts! See if you can't help them to look a little more Zombie-like. Costumes and make-up are by the youth, the leader is just the model!

**Fortified Gateway:** Design and set up a Gateway that fits with the theme of the Camporee.

## Awards:

**Zombie Spirit/Costume Contest:** To be held at the evening campfire and includes the above t-shirts and make-up. This award will go to the Troop with the highest percentage of participating individuals combined with the best costumes/make-up and the leader most like a Zombie from the above Costume Challenge.

**Zombie Scoutmaster or SPL Cook Off:** Every unit needs to produce a main dish, dessert, or appetizer based on the Zombie theme. These will be judged by the camporee staff at **Saturday's dinner**. The recipe should be included with every submission. Please be aware that poisoning of the staff will not be looked upon favorably and is grounds for disqualification. Points will be awarded for both taste and presentation.

**Zombie Apocalypse Survival Team Champions:** Who will lead and save the human race in the event of a Zombie invasion? This award will go to the patrol that earns the most points during the day's events.

**Undead Head Champions:** Who is the ultimate survivor of the Infection Matches? The last patrol standing will receive this award.

**Zombie Fortification Campsite Entrance:** This award will go to the Unit with the best Gateway related to the Camporee Theme.

# Quinnipiac District Zombie Invasion

## Registration Form

**Please Print**

Troop Number \_\_\_\_\_ Town \_\_\_\_\_ District \_\_\_\_\_

Unit Leader \_\_\_\_\_ E-Mail \_\_\_\_\_ Cell \_\_\_\_\_

Youth Leader \_\_\_\_\_

### Patrol Rosters

Patrol Name	Patrol Name	Patrol Name
Patrol Leader	Patrol Leader	Patrol Leader
Patrol Members	Patrol Members	Patrol Members
1	1	1
2	2	2
3	3	3
4	4	4
5	5	5
6	6	6
7	7	7
8	8	8

### Adult Participants

1	4	7
2	5	8
3	6	9

### REGISTRATION FEES:

Total Youth Participation \_\_\_\_\_ at \$25.00 each = \$ \_\_\_\_\_

Total Adult Participation \_\_\_\_\_ at \$25.00 each = \$ \_\_\_\_\_

**TOTAL FEES DUE: \$ \_\_\_\_\_**