

2017 CAMPOREE ZOMBIE TAKE OVER

December 1 to Dec 3, 2017

Camp Elmore

3551 SW 142 Avenue, Davie, FL 33330

Help us fend off the Zombie Invasion!
Have some Scout Fun!

Events Include: Haunt House, Costume Contest,
Zombie Chase and More!

Call 1.954.558-9599 to volunteer.



ZOMBIE WINTER CAMPOREE 2017

The South Florida Council reserves the right to change or modify the contents of this guide at any time.

December 1 to December 3, 2017

Scoutmasters, Senior Patrol Leaders, and Patrol Leaders,

Here is your Leader's guide for the 2017 South Florida Winter Camporee – Zombie Take Over. It will be held at Camp Elmore from Friday, December 1st through Sunday, December 3rd, 2017 . You have the opportunity to invite your Scouts & Webelos Patrol(s) to come down to the Zombie Winter Camporee to camp with you at your site and enjoy the weekend.

To register for the Zombie Winter Camporee, complete the enclosed Troop Registration Form and arrange to have it to the Council Service Center by November 17, 2017. The address, if needed, is on the form. Please register by November 17 so we can obtain the most accurate count of Scouts attending for the purchasing of materials needed for the activities.

The fee if registered by November 17, 2017 is \$20 per Scout and \$10 per Adult. Late Registration will be \$25 per Scout and \$15 per Adult (registration closed November 30, 2017). No exceptions! Late Registration ends on November 30, 2017. (You may add to your roster until the day before the Camporee.)

Please make sure that your roster reflects all Scouts and Adults attending the Zombie Winter Camporee including Webelos and their Adults.

Troops will be assigned camping areas at registration. Please do not arrive before 5:00 p.m. on Friday as campsites will not be available until then. Please review the registration form when you register for the cost for this event.

The dress code for the weekend is Class A Uniform for opening and closing ceremonies. Be ready for the weather, so please pack accordingly. Sturdy boots are highly recommended. NO open-toed shoes will be allowed. The scouts are allowed to dress as a Zombie with make-up for the parade Saturday night – it must be tasteful. They can stay in costume for the Campfire.

The code of conduct for the weekend is the Scout Oath and Law. We want this weekend to be fun for the Scouts! If everyone follows these principles, the weekend will run smoothly and everyone will have a chance to participate in all of the activities. So come out and join us for a weekend of great fun!!! We look forward to seeing all of you at the Camporee.

Find The Zombie Cure!

The goal of this campout will be to find the zombie cure. The scout team that completes the most activities and has the most points will have a chance to cure the camp of zombies at the campfire.

Scouts should form a team of 3-6 scouts to participate in the team activities during the day. Come up with a team name! The activities will consist of multiple stations. Each scout team will be given a camp activities tracking sheet to keep track of scores at each activity and to confirm that they have participated in the event.

At the successful completion of each scout activity, the team will be given one clue to the zombie cure. If the team completes all of the activities, they will get all of the clues to the zombie cure.

The team cards will be collected prior to the campfire and after all of the activities. The top 3 teams will be called up on the campfire stage to see if they have found the cure by figuring out what it is using the clues they collected with each completed activity.

Saturday Campfire: During Friday night check-in, Troops are asked to submit the enclosed sign-up form to present a skit, song or cheer for the Saturday night campfire. Skits must be approved by master of ceremonies prior to campfire. Due to the limited campfire time available, the Campfire Staff will select the skits, songs, and cheers to be performed at the campfire and will notify the Troops a few hours in advance (just after lunchtime). Be prepared to present. There is a strict 4 minute time limit for each skit. They must be scout related and appropriate.

Recognition will be giving to the winner of the Apocalypse Cook Off.

Recognition will be giving to the top three Zombie Costumes for Scouts and Webelos.

The top three teams will also be called onto stage to present their solution for the Zombie cure after collecting their clues throughout the day.

Sunday Departure: You must have a Camporee official check your campsite before you are released to leave.

Upon approval of your clean campsite, you will receive the envelope containing the Camporee patches for your unit.

List of Events and Activities;

Ghoul Guard Gateway- Each unit will design a theme-based gateway to their campsite which will be judged on creativity and complexity. It gateway must be designed safely to allow humans in but keep zombies out! You may put PVC pipes in the ground to construct your vertical poles.

Points awarded 1-10. Gateway must be constructed by 1 PM Saturday Afternoon.

One clue to the Zombie Cure will be left at gateway after judging.

Zombie Parade - Open for all scouts in Zombie costumes (or Class B), which will start after dinner on Saturday evening. We will recognize 1st, 2nd and 3rd place for best customs for Scouts, and Webelos.

Find the Zombie Cure - It's up to your Scout team to save humanity from the Zombies. As you go through the event stations and throughout the campsite you will collect clues of the "Zombie Cure". Decipher those clues before Saturday campfire and be prepared to explain the cure if your team is called up to present on the campfire stage. The number of "Zombie Cure" clues collected by each Scout Team will help determine how to save the world from Zombies. The winning Scout Team will have the most activity points, collected clues collected and the correct answer for the "Zombie Cure"

First Aid for Catastrophic Events – *Your team get 15 minutes to complete this event.* Zombies have been seen swarming the area and are attacking. Medical response is slow due to the overwhelming size of the event. They will need basic help and possibly evacuation efforts. Show your skills as you illustrate proper first aid techniques given separate scenarios at this activity.

Points awarded 1-5. One clue to the Zombie Cure will awarded with completion of this activity.

Fire Building and First Aid for Burns. *NOTE that this is a double station. Your team get 30 minutes to complete this event.* A fire is just what you need to protect yourselves from Zombies and keep your brains in your head. But with all your matches ruined you just have a few basic supplies to get a flame going fast. Use the items provided to invoke a flame and burn through a string in record time.

A quick review of burn first-aid will also help you score high points.

Points awarded 1-5. One clue to the Zombie Cure will awarded with completion of this activity.

Bug Out Pack. There are many types of disasters and emergencies: floods, fires, earthquakes, hurricanes and tornadoes. Unfortunately, this time it's Zombies. Be prepared to be stuck in your house for a couple of days – unless the Zombies find you – then you'll have to run to safety with your Bug Out Pack. For this activity, your team will have to properly make a basic bug-out pack. Select appropriate items to pack and only pack what is appropriate. Your teams bug out pack must be submitted to the Bug Out Station from 2PM to 4PM.

Note: Bug Out Packs will only be inspected and scored at the station. We will not keep the Bug Out Packs or any contents. Each scout team is responsible for bring and retrieving their Bug Out Pack.

Points awarded 1-5. One clue to the Zombie Cure will awarded with completion of this activity.

Escape Through the Barbed Wire. *Your team get 15 minutes to complete this event.* There are Zombies all around and you need to get from one area to the other without touching the Zombie Barrier. Each team member will be required to climbing under a roped course without touching the ropes. This requires physical awareness, team work and critical thinking.

Points awarded 5 - if all team members complete. One clue to the Zombie Cure will awarded with completion of this activity.

Signaling Methods. *Your team get 15 minutes to complete this event.* The Zombie Apocalypse has started and the world is in chaos. Your team needs to get some place safe. Luckily, there are helicopters flying all around you but they don't see your team. Signal a S.O.S. in Morse code to a helicopter using a signal mirror. Make visual signs so that a helicopter knows where it can land to pick you up. What other ways could you signal for help?

Points awarded 3. One clue to the Zombie Cure will awarded with completion of this activity.

Move the Hazardous Waste. *Your team get 15 minutes to complete this event.* Wow!! – Zombies, and now this? We need your help to move some Hazardous Waste in the middle of a Zombie Apocalypse. Spill this stuff and the Zombie Apocalypse could get worse (how will we ever get rid of radioactive Zombies?). Don't forget to work together as a team, or you may never pull this one off.

Points awarded 5. One clue to the Zombie Cure will awarded with completion of this activity.

Survival Test – *Your team get 15 minutes to complete this event.* You will get a list of survival items that you will need during the Zombie apocalypse. Your team must pick the best items that will give you the most survival points and come out a winner. (and a survivor).

Points awarded 1- 3. One clue to the Zombie Cure will awarded with completion of this activity.

Make your own zombie t-shirt – All participating Scouts must have an old T-Shirt from home. This shirt will be lost to the zombies forever so it will not make it back home. You must bring your own white or light colored T-Shirt. You should also bring another T-Shirt to wear under your Zombie shirt.

No Points awarded. One clue to the Zombie Cure will awarded with completion of this activity.

Instructions

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.

Zombie Costume Contest

To be held at evening campfire. Includes the above t-shirts and make-up.

No Points awarded. Judges will pick top three Scouts and Webelos for recognition during camp fire.

Remember – Make up is allowed but it can get messy! Make sure that you wash off all of your make up before going back to the camp site and use water soluble make up only!

Apocalypse Cook Off- All cooking ingredients and equipment must be supplied by the patrol. Non-perishables.

No Points awarded. Judges will pick top recipe for recognition during camp fire.

Escape From The Zombie Race- 2 Scouts Per team – Inner legs tied as they try to escape the zombies.

Points awarded 1- 3. One clue to the Zombie Cure will awarded with completion of this activity.

Find the Cure Orienteering Course- Your team get 30 minutes to complete this event. There will be a total of 3 markers that the teams must navigate to

In order to find a clue for the cure. Bring your own compasses.

Points awarded 1- 3. One clue to the Zombie Cure will awarded with completion of this activity.

Stretcher Relay- Your team get 15 minutes to complete this event. Teams must construct a stretcher and carry a member of their team to the end of the course. Teams will be measured to determine distance traveled and time. Supplies will be at station.

Points awarded 1- 3. One clue to the Zombie Cure will awarded with completion of this activity.

Individual Scout

- Archery Range
- BB Range

Zombie Invasion – All Camp participants

This event will begin sometime Saturday Afternoon - 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 during the day.

At some time on Saturday the Zombie INFESTATION will begin. When a player is tagged by a Zombie (who will be wearing an Orange Armband), that player is required to hand over their blue armband and wear their Orange armband.

That player is now a Zombie and you can tag one human. Tagging is a touch to the arm, shoulder or back (not hitting).

No cannibalism: You may NOT attack someone from your own troop or team.

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.

No Hitting: If you are caught hitting someone you forfeit your armbands and the game. Any Leader who sees a scout running can take all armbands.

To play you must wear the appropriate 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 is over at 6PM on Saturday. Listen for horn. If you think you are a winner please stand up during the campfire.

You win by being the last human or the Zombie with the most Blue Armbands. Ties will be broken by how many activities your team has attended and their 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's 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.

Safe Zones: All Activity areas, all Camp Sites and Buildings, Bathrooms and 20 feet around each.

Apocalypse Cook-Off

1. The sole purpose of the Cook-Off is to have fun.
2. Contestants will pre-register on the Zombie Camporee Registration Form, one entry per troop.
3. Contestants must supply all needed equipment and ingredients. The Apocalypse Committee will provide Cooking Space, Taster Cups and Spoons. Electricity is not available. No Generators allowed. PLEASE BRING YOUR OWN TABLES AND CHAIRS, AS NONE WILL BE PROVIDED. Ingredients must only be ingredients that will be left over in the Apocalypse. No Fresh Food. You must SAVE all cans, boxes and wrappers of everything cooked for inspection of the judges.
4. The Committee reserves the right to make additional regulations as situations warrant.
5. Those persons attending or participating in the Cook-Off are required to wear appropriate clothing at all times. No one will be allowed without shirts or shoes.

Administration

1. The cooking area will be open from 10:00 a.m. until 12:00 p.m. on Saturday.
2. Check-In will begin at 10:00 a.m. at the REGISTRATION TENT. All Patrols must check-in.
3. It is the responsibility of the Patrol to see that the contest area is cleaned and policed during and following the contest. Each Patrol should bring sufficient Trash Bags for their own trash.
4. At check-in, each Patrol will be allocated a space for the patrol's equipment which must not exceed the boundaries of their assigned space.
5. Contestant's space will be assigned on a first-come, first-serve basis.
6. The Head Cook (Team Captain) will be held responsible for the conduct of his patrol.
7. Committee persons will have free access to the contestant's area, and will not be refused admittance to those areas. Should a team have any complaints, the complaint should be reported to the Committee Chairman.
8. Patrols will conduct themselves in such a manner that is consistent with the Scout Code of Conduct.

Food Rules

1. All Food for judging must be cooked by the patrol at the contestant's area on the day of the cook-off. Ingredients must only be ingredients that will be left over in the Apocalypse. No Fresh Food.
2. You can cook as much as you wish, but only 2 cups will be turned in for judging and remaining food must be removed at end of competition. You can serve it as part of your Saturday lunch or dinner.
3. Food for judging must fill the Taster cups and turned in at 12 p.m. to the judges.
4. Recognition will be awarded to 1st , 2nd , and 3rd place at the Campfire.

JUDGING CRITERIA AND SCORING - A single score takes into consideration the five criteria for scoring the food: Aroma ---- Consistency ---- Color ---- Taste --- Aftertaste

Other Camping Guidelines:

Generators: Generators are not allowed for unit use.

Cooking Fuel: Use wood, charcoal, or pressurized as fuel in preparation of meals.

Pressurized Fuels: The use of either high or low-pressure lanterns or stoves must be in accordance with current council policy.

Use of Water: Water sources are only for filling water containers. They are not to be used for personal hygiene, washing or rinsing dishes, or washing clothes.

Tent Ditching: "Proper pitching avoids ditching" Digging ditches around tents is strictly prohibited.

Garbage: Each unit must dispose of their trash properly.

Tobacco/Alcohol: No person under the age of 18 is allowed to use tobacco products.

All adult smokers are encouraged to refrain from smoking around the Scouts during the weekend. Alcohol is strictly prohibited.

Early Arrivals: Those persons not on staff that arrive prior to 5:00 pm will be asked to wait.

Early Departures: Units needing an early departure on Sunday should make prior arrangements with the Campmaster Advisor or District Camping Chairman at Registration.

Prohibited: Sheath knives, alcohol, fireworks, fire-arms, and non-medically prescribed drugs are strictly prohibited. Medical marijuana is not permitted on BSA properties per the National BSA.

Cutting Through Campsites: Please do not pass through other unit's campsites, there will be walkways clearly marked out. A scout is courteous, kind, and obedient to name a few. Please be considerate.

Important**HEALTH FORMS**

All Staff members need to have a current 2017 Health Form with sections A & B filled out and signed. Please bring it with you to the Camporee.

UNIT LEADERS

Be sure EVERY Scout and adult has a current BSA Medical Form. Keep copies in your Troop binder.

Check the forms before leaving on every outing. Don't just assume that they are all there. Have the Troop leader bring the binder.

PRESCRIPTION MEDICATION

On all outings, have an Adult take charge of ALL youth medications (in original containers), keep secured, and dispense as prescribed.

Ver 1 (8-20-17) CAMPOREE 2017 Schedule

Friday - Dec 1 , 2017

- 5:00 PM Registration Opens
 Set Up Camp in Main Field
 Set Up Ghoul Guard Gateway
- 10:00 PM Cracker Barrel – SM and SPL attend
- 11:00 PM Lights Out

Saturday - Dec 2, 2017 Saturday

- 7:00 AM Reveille
 Breakfast in Camp
- 8:00 AM Opening Colors in Main Field
- 9:00 AM Zombie Race - Staging Area – Everyone Needed to Cheer
- 10:00 AM Stations Open
- 10:00 AM Apocalypse – Cook Off begins
- 12:00 PM Apocalypse – Cook Off Ends
 Lunch
- 1:00 PM Ghoul Guard Gateway must be finished
 Zombie Invasion Starts
- 2:00 PM Stations Re-Open
- 4:00 PM All Stations Close
- 4:00 PM Zombie Invasion Ends– Listen for the Horn
- 5:00 PM Dinner
- 6:30 PM Zombie Parade
- 8:00 PM Campfire with Songs, Skits and Cheers
- 10:30 PM Lights Out

Sunday - Dec 3, 2017 Sunday

- 7:00 AM Sunrise All Faith Service at the Chapel
- 8:00 AM Closing Colors in Main Field
 Break down of Camp – Everything Back Where You Found It
- 10:00 AM Site Inspections – Have a Safe Trip Home

