

**THREE RIVERS DISTRICT 2015 FALL CAMPOREE**  
***Zombie Apocalypse***  
**A LEADER'S GUIDE**  
(Version 1)



OCT 9-11, 2015

WHITE'S FARM  
EAGLE SCOUT COTTAGE  
Chesapeake, VA 23322

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## OVERVIEW



BE PREPARED!!! This October there is a strong possibility of the Zombie Apocalypse. There has been a mysterious BIOHAZARD Leak within the district. The entire Scouting District will be teaming up to survive on the weekend of October 9<sup>th</sup>!! We will set up base camp in a secret location in southern Chesapeake by Northwest base. No, **NOT** Northwest base but nearby on Ballahack Rd. The base has lost control and is at risk of a full Zombie X virus infectious take over.

The main goal of this camporee is to MAKE IT FUN & INTERACTIVE! If you live long enough and aren't contaminated, camping will follow.

We have listed a few areas of information to help you start preparing:

- Campsites will be available on October 3<sup>rd</sup>, the Saturday prior to the event, for advance troop gateway and shelter building
- Start preparing your Clothing suitable to survive a Zombie Hunt at camp. Uniforms for Saturday should be of proper post-apocalyptic apparel. See your local Scouts Zombie Warehouse for proper fitting.
- Individual troops will earn survival points during various competitions, know what you need to prepare to win. Make sure you heed the Warning bulletins to follow!
- Gateways will need to be constructed with security in mind, understanding that no Zombie should be able to get through. Utilize appropriate ropes, scavenged materials and lashings – creativity and security innovations will be rewarded! Hey, there's no Home Depot in a post-apocalyptic world!
- Dinner on Saturday will be pot luck style – with specific instructions! This will be a competition of hazardous ventures. Plan on setting up a dinner exchange and BE PREPARED to help other wandering Scouts in need at your gateway. No Troop can eat their own food items they prepare for Saturday and will have to barter with local currency (earned during the various competitions) for food from other Troops.

- Mandatory – a survival shelter must be constructed in the middle of your camps, you will be graded based on wilderness survival criteria as well as Zombie security and protection.
- FIRES WILL BE ALLOWED AT YOUR SITE IN CONTAINED FIREPITS/BARRELS ABOVE GROUND. Troops must bring appropriate materials to facilitate fires in order to avoid permanently scorching the ground. You must have appropriate fire protection next to your campfire (buck of water and shovel at a minimum). Your youngest scouts must be prepared to start individual troop fires with flint – no matches, no accelerants and no adult assistance. Your scouts will be timed and graded on their abilities in this crucial survival skill!
- As with any survival situation, your troop should bring enough water to survive the weekend.
- **WE NEED VOLUNTEERS:** Each participating Troop will be required to come up with a skills test or team building test/challenge that they will conduct during the “Survival Skillsets/Training” in the enclosed schedule. This is used to measure their post-apocalyptic survival skills of each troop and provide an excellent forum for scouts to interact with other troops in the area. Will they survive your challenge?

## Points of contact:

### **Wade Clodfelter**

EMAIL: [wadeclofelter@yahoo.com](mailto:wadeclofelter@yahoo.com)

PHONE: (757) 675-5296

Troop 413 Scoutmaster

FALL CAMPOREE COORDINATOR:

### **Michael Erikson**

EMAIL: [merikson@magellan-ps.com](mailto:merikson@magellan-ps.com)

PHONE: (757) 438-2639

Troop 413 Committee Member

### **Donna Clodfelter**

EMAIL: [donnamom3@att.net](mailto:donnamom3@att.net)

Phone: (757) 421-7092

Troop 413 Committee Chair



**SCHEDULE (SUBJECT TO CHANGE):** The following schedule provides an overall plan. Updated schedules will be distributed at check-in.

Time	Activity	Location
<b>Friday 10/2/2015</b>	CAMPSITES WILL BE MARKED	
<b>Saturday 10/3/2015</b>	OPEN FOR TROOPS TO SET UP THEIR CAMPSITES FROM 9AM-5PM	
	NOTE: Trailers can be dropped off, gateways and survival shelters can be assembled/constructed.	
<b>Thursday 10/8/2015</b>	EVENT STAFF SET UP	
<b>Friday, October 9, 2015</b>		
1600	Camp Opens	Camp Opens
1600 - 1930	Quarantine and Isolation Check-in	Troop Arrival
2030 - 2100	Staff and Event Volunteer Meeting	HQ Tent
2100-2130	SPL/Scoutmaster Cracker Barrel	HQ Tent
2100	<b>BIOHAZARD CONDITION I SET</b>	<b>GATE CLOSED!</b>
2300	Lights Out	TAPS QUIET TIME
<b>Saturday, October 10, 2015</b>		
0630	REVEILLE	
0708	SUNRISE	
0700 -0830	Breakfast	Campsites
0830	MORNING COLORS Opening ceremony	
0900-1200	Survival Skillsets/Training begins	
1200-1300	LUNCH	Campsites
1300-1600	Survival Skillsets/Training	
1730-1900	FOOD SCAVANGE / Campsite Judging	Troop Gateways
	Zombie Games – who will get infected? - TBD	
1930	Survivors Campfire	Campfire
TBD	LEADERS MEETING	
2300	Lights Out!	Taps
<b>Sunday, October 11, 2015</b>		
		Sunrise
0630	REVEILLE	
0700 – 0830	Breakfast	Campsites
0830 – 0930	Morning Colors / Awards / Closing Ceremony	
0930 – 1100	Survivors Break Camp and Escape (Packed up, Cleaned up and Checked Out)	
1100	BIOHAZARD CONTAINED	Closed

LOCATION:

## White's Farm

1049 Ballahack Rd

Chesapeake, VA 23322



## ARRIVAL

### Check-In:

- Camporee check-in begins Friday evening at 4 PM. Traffic will be ONE way past the parking area into the "BIOCONTAINMENT AREA" and may not leave until Sunday without permission of the camp staff. A staff member must be with any vehicle movement past the "BIOCONTAINMENT AREA" from Friday past dusk until Sunday 8am. SEE "PARKING"
- Troop trailer vehicles: ONE vehicle may go drop off the Troop trailers and stay within the biocontainment area. The trailers must be dropped off and there will be separate area to park the troop tow vehicles within the "BIOCONTAINMENT AREA". Plan accordingly, no other vehicles will be allowed into the campsite areas for safety considerations.
- **Upon arrival and the Scoutmaster and SPL must check-in to the command camper at entry. An up to date roster must be provided at check-in.**

### Traffic and Pedestrian Flow:

Vehicles towing Troop trailers should continue along Road to their campsites. A member of the Camporee Staff will meet each vehicle at the field entrance and inform the driver of the Troop's assigned campsite and location. There will be a map sent out over a week ahead of time to each troop. Vehicles transporting passengers should continue along Road and park in a orderly single file first come parking order. Members of the Camporee Staff will direct traffic in the parking lot and overflow as necessary.

During check-in, pedestrians should enter along the tree line. A Camporee Staff member will meet Troops and direct them to the appropriate site. An adult leader from each Troop must check-in at the Camporee HQ shelter.

### Medical Forms:

It is the Unit Leader's responsibility to ensure each participant has an Annual Health and Medical Record (only Sections A and B are needed) and current unit-provided Activity Permission slip. The Camporee Staff will only verify that these forms are in the possession of the Unit Leader. Individuals without medical forms will not be allowed to stay. All medications, including over-the-counter and prescriptions, brought to camp are the responsibility of the Unit Leader.

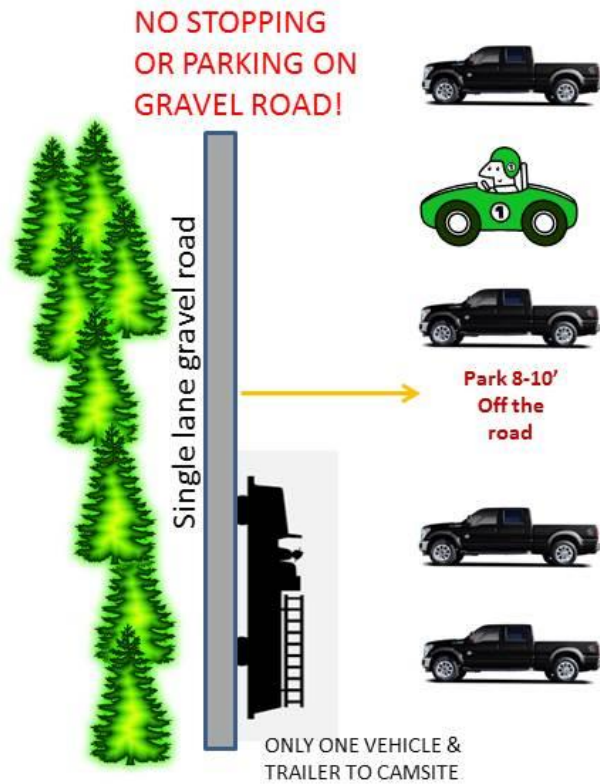
### Visitors:

**NO VISITORS ARE ALLOWED WITHOUT CHECKING INTO THE COMMAND POST RV! EACH INDIVIDUAL ADULT OR CHILD VISITOR MUST BE SIGNED INTO THE EVENT!**

**Parking:**

Troops and visitors should carpool to the maximum extent possible to avoid congestion in the parking area. Vehicles will only be allowed to park in Designated parking areas only – no exceptions.

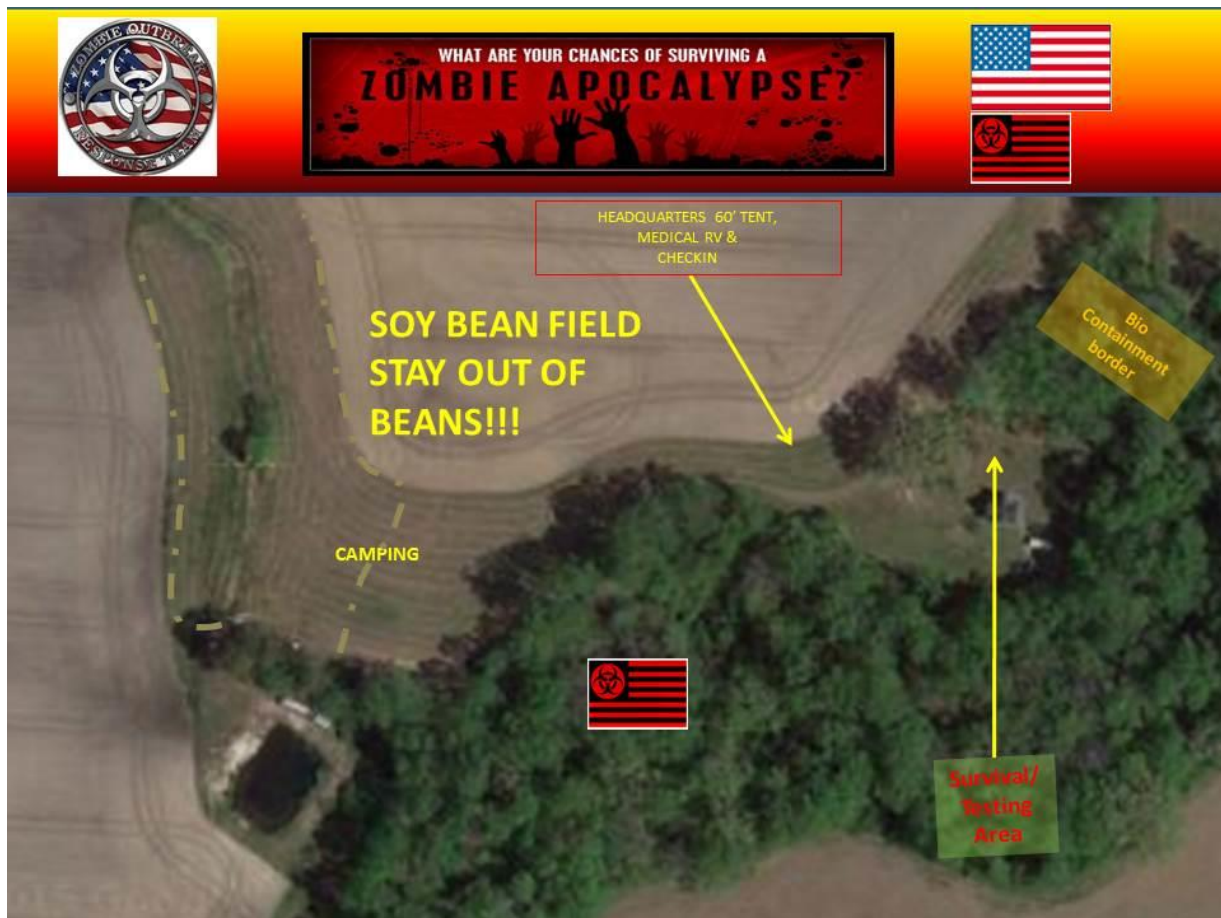
**ABSOLUTELY NO STOPPING OR PARKING ON THE GRAVEL ROAD!**





## Campsite Setup:

Campsites will be marked out and with the hope of giving each troop a relatively spacious site. Tents should be lined up “jamboree” style to ensure room for all campers. It may be necessary to coordinate with adjacent campsites to ensure safe distance between tents and cooking areas. The ground will be tilled up for farming after the event. So if necessary any brush may be dug or chopped in the campsites for a smooth surface. **HOWEVER, THE GROUND MUST BE SMOOTH AND LEVEL UPON CHECK OUT.** The ground is rough brush hogged ground. Plan on appropriate measures to protect tents and deal with any saplings as necessary. Yes, you may chop sapling stumps if needed but make sure the ground is level and ready for tilling right after the event.



## Leader's Meeting:

There will be a Leader's Meeting Friday and Saturday night at the Camporee HQ. Units should send the SPL, or other youth leader, and two adult leaders. There will be a Cracker Barrel directly following the Leader's Meeting for the Camporee Staff, Unit's youth and adult representatives.

## Dinner on Saturday:

**Dinner** will be pot luck style. This will be a competition of hazardous ventures. Plan on setting up a dinner exchange and BE PREPARED to help other wandering Scouts in need at your gateway. No Troop will be able to eat their own food items they prepare for Saturday, each troop must barter with local currency for food items from other Troops. Ensure scouts bring appropriate mess kits to obtain food.

## GATEWAYS/SURVIVAL SHELTERS:

**It is Mandatory for each troop to construct a survival shelter in the middle of the camp site and a gateway entrance to the camp site. Survival shelters/gateway structures must be constructed of scavenged materials. Campsites will be open on Saturday Oct 3<sup>rd</sup> to allow individual troops to construct their gateways and survival shelters.**

Troops will be graded with the following criteria:

Gateway Security – will the structure provide adequate security to keep zombies out

Creativity: using natural and scavenged materials

Proper lashings and pioneering principles used

Added points for the number of scouts that sleep in their shelters

## SAFETY:

The *Guide to Safe Scouting* provides the minimum requirements for the Camporee.

**Youth Protection:** Follow BSA Youth Protection policy at all times. It is the responsibility of each Unit Leader to ensure the unit has an adequate number of adults trained in Youth Protection. Report any Youth Protection violations or suspected abuse to the Camporee Staff and Camporee Chairman immediately.

### Fires:

Allowed in above ground contained fire pits or barrels. Troops must bring appropriate materials to facilitate fires in order to avoid permanently scorching the ground. Do not dump ashes on the ground. There will be a designated “hot ash” collection point, so each troop must bring shovels to assist in collecting camp fire ashes. **PROPER FIRE PROTECTION IS REQUIRED NEXT TO THE FIRE PIT.** Dutch oven cooking is allowed on the ground with proper precaution. If there are questions please ask the camp director.

### First Aid:

Units are expected to provide their own first aid for minor problems. For more serious problems or injuries, notify a Camporee Staff member or Camporee Medic. Medical assistance is at the Headquarters RV area.

### Footwear:

Closed toed shoes or boots are to be worn at all times in order to prevent foot injuries. Shoes must be worn at all times. Sandals that cover the toes and have heel straps are allowed. Flip-flops are not appropriate footwear at the Camporee and are prohibited. Scoutmasters due to the terrain, please strictly enforce!

## Smoking:

Anyone under 18 years old is prohibited from using tobacco in any form while at camp. Adults who smoke must do so out of sight of any youth members. Smoking is prohibited in any tent or building. Cigarette butts must be field stripped and placed in a trash receptacle. Smoking is only allowed in designated areas.

## Off-Limits Areas:

Scouts are not permitted to leave the boundaries of the Camporee site. Specific Off-Limits Areas include:

- Active farm fields. SCOUTMASTER/SPL'S PLEASE KEEP THE SCOUTS OUT OF THE BEANS! This is a real farm so please don't trample the farmer's active fields.
- Any area along the wood line past the gravel road IS OFF LIMITS. All scouts and attendees MUST not be anywhere close to any machinery or equipment parked along the tree line.
- Swimming is prohibited in any water.
- Wooded Areas are off limits around camping areas.

Additional areas may be identified at the Leader's Meeting Friday night.



### Prohibited Items:

The following items are **PROHIBITED** at the Camporee in accordance with the *Guide to Safe Scouting* and/or Base Regulations:

- Alcohol, illegal drugs, and/or drug paraphernalia
- Weapons to include, but not limited to, firearms, BB/pellet guns, airsoft guns, bows and arrows, ammunition, pyrotechnics or fireworks.
- Pets or animals not authorized by the staff.

### Wildlife:

The White's farm is located on the edge of the Great Dismal Swamp, which is home to a variety of wildlife, many of which have some level of protected status. The Great Dismal Swamp is also home to some potentially dangerous wildlife including black bears, Canebrake Rattlesnakes, and Northern Copperheads. **DO NOT APPROACH WILDLIFE!** In the event a black bear or unknown snake is spotted, notify a member of the Camporee Staff immediately so the Camp Ranger can be notified.

### Inclement Weather:

Be prepared. There is no rain date for the Camporee. All units should prepare for foul weather.

### Emergencies:

In the event of an emergency situation during the Camporee (e.g., extreme weather, lost Scout, Base security emergency, etc.), the Camporee Staff will utilize an air horn. If the air horn sounds, all campers should immediately report to the field in front of the Camporee HQ Shelter for a head-count by their Units. Notify the Camporee Staff if they are missing any youth so emergency measures can be taken from there.

In the event of extreme weather (e.g., lightning storm or tornado), there will be a designated hard shelter. This will be pointed out during the Friday meeting. The air horn will be tested during the opening ceremony Saturday morning.

## CAMPOREE PROGRAM

The Schedule of Events: **We request that Troops create a "team building"/"survival skill" challenge that can be graded for Saturdays troop events.**

### IOLS:

Three Rivers District will be holding IOLS during the Camporee. Classes will be held at the cabin. IOLS registration and training schedule is handled separately from the Camporee. Please contact Council office at (757) 497-2688 or visit <http://training.tidewaterbsa.com> for registration details.

### Campsite Inspection:

Campsite Inspections will be conducted by Camporee Staff and volunteers during the day on Saturday and includes a Gateway competition. Grading criteria for Gateways and Campsite Inspections will be issued prior to the camporee. There will be a great emphasis on the gateways, participation and creativity. You may utilize any materials you would like for the camporee but can only be held together by lashings and "scavenged" materials. Hey, it's post-apocalyptic and there's no Home Depot.

## Campfire:

A campfire will be held Saturday night for all Scouts and adults. Unit SPLs need to have skit submissions into the Camporee HQ Shelter by 4:00 PM Saturday afternoon. Units performing skits at the Camporee will be awarded additional points toward the Camporee Traveling Trophy.





#### OA:

There will be an OA event. Please, remember your sashes.

#### Taps:

Observe quiet time between taps (11:00 PM nightly) and reveille (6:30 AM).

#### Uniforms:

Travel in Field Uniform (Class A) and have Scouts in full uniform or applicable Venturing Crew uniform for the following events: Check-In and Check-Out and Sunday Morning colors. Saturday throughout the day, Scouts should wear their "Survival Clothing" which for this event, should include their Troop number on it – be creative!

#### Water:

**Units should be self-sufficient with water!** Bring water containers already filled upon arrival. Scouts should carry their own water bottle during Saturday's activities. Potable water will be available only if urgently required. Contact the camp staff if you need assistance.

#### Bathrooms:

Portable toilets will be available in the camping area.

### Garbage:

All refuse and trash must be placed in garbage bags, supplied by individual Units, and removed from the Camporee by each Unit no later than departure Sunday morning.

### Traveling Trophy:

Troops will be competing for the Three Rivers District Camporee Traveling Trophy. The Troop with highest number of points will be awarded the Traveling Trophy at the closing ceremony.

## DEPARTURE

### Check-Out:

Units are responsible for cleaning their assigned campsite and any activity areas they volunteered for. Notify the Campsite Staff at the Camporee HQ Shelter to have their campsite and activity area inspected. Please do not leave camp before your site has been inspected. Units will receive their patches once the unit campsite and assigned program area have been inspected.

**There should be no Garbage and all ground should be level. Units are responsible for removing all their garbage and placing ashes in provided receptacle.**

**Three Rivers District**  
**2015 Fall Camporee Registration Form**

**“Will you survive?!”**

Oct 9-11, 2015

Registration: NOW through September 23, 2015

The Registration Fee includes a Three Rivers District Spring Camporee patch.

Registration Date: \_\_\_\_\_

Unit: \_\_\_\_\_

Unit Leader: \_\_\_\_\_

Address: \_\_\_\_\_

Phone: \_\_\_\_\_

Email: \_\_\_\_\_

Registration Deadline: September 23, 2015

Number of Adults \_\_\_\_\_ x \$12.00 = \$ \_\_\_\_\_

Number of Scouts \_\_\_\_\_ x \$15.00 = \$ \_\_\_\_\_

Number of Staff \_\_\_\_\_ x \$5.00 = \$ \_\_\_\_\_ (Must be authorized by Camporee Committee)

Total \$ \_\_\_\_\_

Make checks payable to: TIDEWATER COUNCIL BSA

Write the following in memo section of check: ACCOUNT #: 1-6801-822-20

ITEM ID: SW =7306



## Unit Roster

Unit: \_\_\_\_\_  
Unit Leader: \_\_\_\_\_  
Phone: \_\_\_\_\_  
Email: \_\_\_\_\_

Last Name, First Name ("Adult" next to attendees and visitors 18 and over)

1	_____	26	_____
2	_____	27	_____
3	_____	28	_____
4	_____	29	_____
5	_____	30	_____
6	_____	31	_____
7	_____	32	_____
8	_____	33	_____
9	_____	34	_____
10	_____	35	_____
11	_____	36	_____
12	_____	37	_____
13	_____	38	_____
14	_____	39	_____
15	_____	40	_____
16	_____	41	_____
17	_____	42	_____
18	_____	43	_____
19	_____	44	_____
20	_____	45	_____
21	_____	46	_____
22	_____	47	_____
23	_____	48	_____
24	_____	49	_____
25	_____	50	_____

## Campfire Skit/Song Submission

Skit/Song submissions must be turned into the Camporee HQ Shelter by 4:00 PM. The skit/song must be no more than 5 minutes long and in good taste.

Skits/songs will be judged by the Camporee SPL and Camporee Staff members.

Unit: \_\_\_\_\_

Skit/Song Name: \_\_\_\_\_

Brief Description: \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

Unit Leader Approval: \_\_\_\_\_

Points: \_\_\_\_\_

