

2022 Five Rivers District FALL Camporee



Zombie Survival

Pre-Event

Leader's Guide

September 23-25, 2022

Camp Maubila

This guide, along with other Five Rivers District information, can be found at:
<https://tinyurl.com/288kc9pd>

The overall theme of 2022 Mobile Area Fall Camporee will pull from many zombie movies and shows, with "I am Legend" being the key as the cities were overrun with zombies. And our Scout Camp is the last safe haven.

This year's annual fall camporee will take place at Maubila on September 23 – 25. We need everyone to pre-register for this event. There will be no late sign up – see below for early bird sign up savings and extra incentives.

Goals at this camporee are to have scouts-

- Have FUN.
- To work together – with in their own units and other units.
- Use scout skills to stay alive.
- Not get sick or need to see a real medical doctor.
- Not get eaten.

This will be like NO other camporee.... You will be able to live to tell stories about this weekend or you will be eaten and never heard from again. Scoring will be complicated – those causing directors to do less paper work and not have to explain to parents that their scouts were eaten will be a big plus.

We look forward to seeing everyone at this Camporee. IF any reason your unit has issues with funds, gear or supplies please reach out to the event committee through the scout office. WE need everyone at this event.

Registration and Fees –

- Early bird – register and paid by **August 1st (5pm)** is \$ 22.00 per scout.
- Register and paid by **August 15th (5pm)** is \$ 25.00 per scout.
- Register and paid by **September 2nd (5pm)** is \$ 30.00 per scout.
- Adult leaders are \$20.00 each.
- **Absolute cut off is September 14th (5pm) scout \$ 40. and adults \$ 25.** In the past we have been letting people sign up at the last minute to get as many people as we can. But this will no longer happen – limited staff to do all paper work before the event and to finish advance planning base on numbers.

Some incentives to sign up early besides cost savings are:

- 1st troop to register 10 or more (before August 1): Pick of Campsite and 100 points
- 2nd troop to register 10 or more (before August 1): Second choice of campsite and 75 points
- 3rd troop to register 10 or more (before August 1): Troop gets extra 50 points and second patch and secret advantage and welcome gift
- 4th troop to register 10 or more (before August 1): troop gets 25 points and second patch and secret advantage
- Any troop that registers 10 or more (before August 15): Troop gets 25 points

Key to success:

- Great secrecy about the actual details of the event will be what makes it great; nobody will know what is going on until after they get to camp
- This Camporee will be a first of its kind, a real horror Camporee. The overall effect we are trying to create is a continuous sense of foreboding, a true feeling of isolation and survival.
- Our scouts should be genuinely freaked out during the event; unexpected occurrences should take place throughout the event, causing a sense of paranoia.
- At the same time, we want the scouts to walk away from this event with a "hell yeah!" attitude, that will reinvigorate them to participate in other events.
- We want to install a sense of absolute fun, while having the pants scared off of them, and yet yearning for more.

Key Outline:

Friday Night – ZOMBIES ARE EVERYWHERE

- We will need 'Security Team' greeting people at the front gate. They will make all the scouts all get out of the cars and submit to a 'screening' for the zombie virus. (Have we already been doing this?)
- Upon arrival, scouts will be taken into the dining hall 'briefing' about the oncoming zombie hoards; Plan is to do this before they were even able to go to their campsites to set up their tents!
- The entire Friday night arrival will be scripted like a movie set (we will have manuscript), with staff 'actors' playing various parts
 - **Zombie Brain Eating**
Jello molded in the shape of brains. The Scouts will eat them to absorb the knowledge of brains they eat, then are tested for the knowledge they have learned.
 - Other cooking/food options related
 - There will be other types of body parts to eat as well.
 - While some are eating, others can hone their fire-building skill

Fire building

Objective: Build a fire that burns through a string. Zombies hate fire. Scouts must prove they can build a fire to ward off the zombies by building a test fire that can burn through a string over the fire within a certain time limit.

we can have 12 stations set up with supplies and a contest and timers set up
scouts can earn extra points for their troop
top 3 fire builders – final contest during campfire

Saturday AM – I AM LEGOND; 830-am to 1230 We can pick Six stations

Here are the FIVE activity stations we want to do. 45 minutes (4 hours)

1. **Canoe Zombie Traps**
Put brains (bait) in floating zombie traps out in the lake using canoes. To replace the zombie net bait as quickly as possible, in the floating zombie traps out in the lake.
2. **Zombie Tracking**
Find the Twinkies hidden in the woods, using a GPS or cell phone, a-la Woody Harrelson "ZombieLand". Scouts are given waypoints to be used in finding hidden Twinkies. They are given a 20-minute time limit to find the three Twinkies hidden in the activity area.
3. **Zombie Blockade**
Pioneering skills: build a fort that the zombies cannot penetrate. Scouts will make a barrier to block zombies. Each patrol will have 30 minutes to lash together a barrier with poles and rope low enough to block a zombie at waist height and long enough to significantly delay the zombie by forcing it to travel around.
4. **Zombie Traps**
Build various traps to capture zombies.
5. **Archery**
Shooting arrows at pumpkins. Scouts must demonstrate their ability to hit a zombie's brain with an arrow.

1230-130 Lunch at campsite

Saturday Afternoon – The Walking Dead

12:30-2PM Lunch and Prepare campsite as if zombies were going to invade

2:00 PM Meet at dining hall

2:00 Campsite inspection

2:00-3:45 IN DINING HALL

2:15 First Aid Video (Let me try to get an Emergency Room MD to do a video

2:30 Practice First Aid stations– and then we could break into sessions

3:00 Signaling

Various methods of signaling so the zombies can't hear you talk. Send a message to another patrol using word codes, hand, light and whistle signals.

4:00 The Scouts will be split between younger and older scouts (likely rank)

- younger: would be the humans and
- older: would be the Zombies.
 - The Zombies would get old clothing and makeup to make themselves look like Zombies.
 - The humans would then have the next few hours to prepare downtown Maubila for a Zombie invasion (only outside areas) with the skills they learned that morning.

Saturday Evening

6:00 Dinner at campsite

7:00 each team (humans/zombies) would get 30 minutes as a team to come up with a strategic plan. Keep in mind that Zombies from "The Walking Dead" can't run and don't make fast movements.

- They usually work in big groups to corner victims. This is where teamwork would come in place. Each Human would have a flag (like flag football) attached to them.
- Once one of the Zombies has their flag then they become zombies. They then can come to an area setup to make them into a zombie (there will be a time delay).
- once there is one Human left, they would get the Last Human award - Whatever we want to call it. The Zombie with the most flags would get the Zombie of the year award.
- There would be a certain area, tree line or roped off area that is out of bounds. So, if the humans pass it then they automatically become Zombies and go to check in area.
- Adults would be scattered throughout downtown Maubila to ensure fair play and make sure no one gets hurt.

Saturday Night

9:00 PM CAMPFIRE
Final fire-making contest

945 PM Cracker-barrel -

Sunday

Eat/breakfast and clean up campsite before 0900

9:00 – Service/Awards

10:00 Breakdown

TIMES – are Subject to change. Updated guide will be available several days before the event.

Location

The Camporee will be held at Camp Maubila
Boys Scout Road off of County Road 19, Grove Hill, AL

Check-in

Check-in will be held in front of the Eagle Room at Camp Maubila starting at 6pm on Friday.
Units should check in all at one time with paper work on hand and all scouts in Uniform.
-all scouts and leaders must be active/current in BSA. Health forms AB must be on hand. Health check list on each scout must be filled out – temp check will be needed at check in.

Vehicles

Vehicles are not allowed in campsites. BSA is having us enforce this rule more.

Patches

Patch design is on the cover page of this guide.

Campfire

Zombies do not like fire. And weather permitted we plan to have a campfire. And follow what we think is a normal song and skit time – what is normal?

Religious Service

A short all-faith service will be held Sunday morning. Scout in uniform.

Awards

Many awards of recognition will be given. If you are lucky enough to live to see it.

Senior Patrol Leaders Meeting -

There will be no SPL meeting – Adult leaders will be asked to stay after the evening assembly to review roles.

Adult Leadership -

Current registered BSA leaders, are required to be current on YPT and follow 2-deep leadership.

- Guide your scouts but let them Lead.
- We need your help – the more adults we have the more fun for everyone to have.

Campsite-

will be assigned based on size of unit. And time of registration
LNT & Outdoor code are part of taking care of Maubila and scoring.

Fire

Campsite --- follow BSA guidelines (again keep LNT and the Outdoor code in mind).

First Aid

each unit should have basic first aid. For any emergencies – contact the Camporee director/staff and seek professional aid. Grove Hill Memorial Hospital, 295 S. Jackson St. Grove Hill, AL 36451. 251-275-3191

Bathrooms

Take care of it and if you need help ask for help from staff.

Food

Each unit is responsible for their own meals – posting menu will help scoring.

Garbage/Trash

Bag it up and take it home or put it in the dumpster before you leave camp on Sunday.

Hazardous Weather conditions

- Steady ringing of the bell means a hazard is imminent. Come to dining hall at once.
- air raid siren– seek shelter in place – prepare for bad weather and find closest walled shelter near you.

+ these are to be followed and will not be part of any act +

DO NOT BRING

Boys with knives will be spot check for their Totin' Chip. Knives carried should be folding or with a fixed blade shorter than 4.5". No alcohol or illegal substances. Tobacco is a habit that we do not need scouts seeing. No fireworks. No chainsaws, no generators, ...

+ because of this type of event; it will be best to leave all fixed blade knives with gear and not be with scout Saturday +

Electronics – We encourage you to limit your scout's use of electronics. Any use of electronics for entertainment or non-scout use has a negative impact.

Check-out

Scouts leave things better than they find them. SPL must do a camp site evaluation and sign unit out of camp in Eagle Room before departure.

IF anyone must leave Maubila before Sunday, **please** inform staff of departure.