

**GAC 2017**  
**Zombie Invasion**  
**Fall Camporee**  
**Leader Guide**

(1 September 2017)



**When: September 22 -24, 2017**  
**Where: Little Susitna River**  
**Campground, Houston**

Register at: [scoutingalaska.org/fallcamp2017](http://scoutingalaska.org/fallcamp2017)

**\$15/youth, \$10/adult prior to 16 September, and then \$5 more. Saturday lunch included.**

It has happened! Zombies have been sighted in Alaska and are rumored to be heading into the Matanuska Susitna Valley and surrounding areas. Boy Scouts are advised to seek immediate shelter at the Emergency Zombie Survival Area at the Little Susitna River Campground, Houston, Alaska. The Little Susitna River Campground is located at Milepost 57 on the Parks Highway in Houston (across from Miller's). Heading North, turn Right at the Houston Fire Station. Bring your own gear, rations **AND WATER** to survive the weekend. Zombies have also demolished MEA's power station so you will be off the grid (no electricity). 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"! Register online at: [scoutingalaska.org/fallcamp2017](http://scoutingalaska.org/fallcamp2017) **NLT September 15** and stay tuned to that site for Emergency Notices (further updates to this guide).

## **Zombie Invasion Schedule**

### **Friday: September 22, 2017**

6:00 PM to 9:00 PM – Registration and Check-in.  
9:30 PM – Scoutmaster/SPL Meeting and Cracker-barrel  
11:00 PM – Taps/Lights Out

### **Saturday: September 23, 2017**

8:00 AM – Flag Raising, Final Instructions. Daypacks with essential item must be present.  
8:15 AM to 11:40 AM – Station Events  
9:00 AM to 11:00 AM – Campsite Inspections (Units do not need to be there)  
11:40 AM to 12:40 PM – Survival Lunch  
12:40 PM 4:00 PM – Station Events  
4:15 PM – Zombie Apocalypse Survival Team Champs (Awards)  
4:30 PM – Dead Head Tournament -Top 4 Patrols Playoff  
5:30 PM to 7:30 PM – Join Camp-wide POTLUCK or Dinner at on your own at campsite  
7:30 PM to 9:00 PM – Campfire Program  
9:15 PM – Scoutmaster/SPL Meeting/Camporee Evaluation and Cracker-barrel  
11:00 PM – Taps/Lights Out

### **Sunday: September 24, 2017**

8:30 AM – Camp-wide Clean Up By All Participants.  
9:00 AM to 10:00 AM – "Leave No Trace" Checkout

Every Zombie survivalist knows that you have to sacrifice the few to save the many. Bear Paw Troop leaders are requested to sponsor/run one or more events. Contact Robert Wilson T395 at [Robert.wilson@mea.coop](mailto:Robert.wilson@mea.coop) or Sully Dieffenderfer at [sdieffenderfer@me.com](mailto:sdieffenderfer@me.com) to sign up. You will receive detailed SECRET (and not to be shared with your unit but only the adults running the event) instructions on running and scoring your event when the staff guide is published. Troops not sponsoring events are invited to become part of the undead by sacrificing two adults to assist with running other camporee activities.

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 zombie bites and direct contact with zombie wounds as well as contact with open wounds on human remains.

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 or see page 5. 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 Z o m b i e s . 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 Zombie Apocalypse Survival Team Champions.

## Event Stations:

**Dead Head Ball: (Changed from 28 July version)** Who knows how long you'll be at the Emergency Zombie Survival Area as you prepare to save humanity from the Zombies. You must maintain strength and fitness by incorporating a total body work out into your day and Dead Head Ball is the way! Each contact with the ball transmits anti-Zombie antibodies into the body. Which 4 patrols are strong enough to make it into the finals in the Dead Head Ball tournament?

**Pyromania (run by T300):** 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 you. 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. **(Bring your own tinder)**

**Finding the Cure: (run by T35)** 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 (run by T300):** 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. Once the patient has been treated, your patrol will need to make a portable stretcher and move the patient to the Extraction Point.

**Defend the Camp (run by T395):** 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.

**Prepare to Be Prepared: (run by T368)** There are many types of disasters and emergencies in Alaska: floods, fires, and earthquakes. Unfortunately, this time it's Zombies. You've just heard on TV that Zombies are in your neighborhood. Be prepared to be stuck in your house for a few days – unless the Zombies find you – then you'll have to run to safety with your bug-out kit. You have to properly compile a Ten Essentials bug-out kit from provided materials. Select items to pack and only pack what is appropriate. Don't waste any time (the Zombies are here and you need to go now). There may be additional recommended supplements to the *ten essentials* that could be included for bonus points. (The bug-out kit is different from the essential daypack)

**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 barbed 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. How many of your patrol members will 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? Don't you wish you'd completed the Wilderness Survival Merit Badge?

**Move the Zombie Head (run by T367)** 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!

**Dead Head Ball Finale:** Two "Anti-Infection Matches" will be played by the top 4 patrols. The two surviving patrols will face off in the Dead Head Championship. Competition will begin when the Zombie Apocalypse ends. (4:30pm)

## Essential Daypack Required Items for Each Patrol:

- GPS unit
- Decoding wheel (will be provided)
- Passport (will be provided)
- 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
- Three triangular bandages,
- Patrol first aid kit including latex or non-latex gloves
- Ziploc bags for storing the parts of the “Cure” and Defense Passport
- Energy snacks for morning and afternoon

## Additional Optional Activities:

**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. Costume and make-up are by the youth; the leader is the model!

**Saturday Dinner Pot Luck-** at the pavilion, optional, but let us know if you plan to be there!

## **Awards:**

### **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.

### **Zombie Spirit/Costume Contest**

To be held at 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 Brain Eating Contest**

Every unit needs to provide an equal number of fearless scouts willing to help rid the world of Zombies by devouring a chilled Zombie brain as fast as possible. You may provide your own condiments to make the experience more palatable, or just eat it plain. You MUST have clean hands! Maybe the most fun part of the evening campfire!

### **Zombie Apocalypse Survival Team Champions (AWARDS)**

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. (4:15pm)

### **Dead Head Ball Champions**

Who is the ultimate survivor of the Dead Head matches? The top 4 patrols will play off to determine who will receive this award. (4:30pm)

# CAMPSITE INSPECTION CHECKLIST

## Great Alaska Council 2017 Fall Camporee

Troop \_\_\_\_\_

Points (0-5 each)

### **1. GENERAL CAMPSITE**

- a. Troop and U.S. flags at camp site properly displayed \_\_\_/5
- b. First Aid Kit available & visible \_\_\_/5
- c. Clean, neat, and orderly \_\_\_/5
- d. Campsite free of litter \_\_\_/5

### **2. CAMPFIRE**

- a. Fire area free of debris (minimum 10 ft. on all sides) \_\_\_/5
- b. Fire area is safe distance from tents (minimum 15 ft.) \_\_\_/5
- c. Water or sand available for emergencies \_\_\_/5
- d. No unattended fires \_\_\_/5
- e. Tools stowed properly \_\_\_/5

### **3. COOKING / DINING AREAS**

- a. Duty rosters posted \_\_\_/5
- b. Propane/fuel stowed properly \_\_\_/5
- c. Perishable food stored properly \_\_\_/5
- d. Proper sanitation procedures in use \_\_\_/5
- e. Garbage stored properly \_\_\_/5
- f. Area clean, neat, and orderly - free of litter \_\_\_/5

### **4. TENT AREAS**

- a. Tents set up in orderly manner \_\_\_/5
- b. Camping by patrol evident \_\_\_/5
- c. Tents set up properly (Stakes & Poles) \_\_\_/5
- d. Tents closed - gear stowed properly \_\_\_/5
- e. Area clean, neat, and orderly - free of litter \_\_\_/5

**TOTAL SCORE** \_\_\_/100

# GAC Zombie Camporee 2017 Registration Form

Troop Number and District: \_\_\_\_\_

Scoutmaster: \_\_\_\_\_

Senior Patrol 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 \_\_\_\_\_ X \$15.00 = \_\_\_\_\_

Total Adult Participation \_\_\_\_\_ X \$10.00 = \_\_\_\_\_

Total Fees Due: \_\_\_\_\_

(\$15/\$10 prior to cut off, \$20/\$15 post cut off?)

