

Zombie Camporee



Zombie Apocalypse Events

Find the Cure: It's up to you to save humanity from the Zombies. As you go through the events you will collect parts of the "Cure". Bring those parts of the Cure to the Survival Area HQ. The number of Cure parts collected by each Patrol will determine how much anti-Zombie gear you get for the final confrontation with the Zombie Horde.

First Aid for Catastrophic Events. You get 15 minutes to complete this event. You and your Patrol find yourselves in a large natural catastrophic event that involved your City and a wide section of the region. Zombies have been seen swarming the area and are attacking the injured. Medical response is slow due to the overwhelming size of the event. Several hours have passed after the event and you continue to find injured people. They will need basic help and possibly evacuation efforts.

Geocaching. NOTE that this is a double station (you get 30+ minutes to complete this activity). EACH Patrol and/or Den will need to bring ONE GPS Unit and know how to use it when you show up at the station. Talk to your Scoutmaster (unless he is already a Zombie). The Zombies have hidden parts of the cure throughout the area. They are hidden somewhere in the darkness. Use your knowledge and a GPS while you still have time. Be careful, Zombies are everywhere. When looking for the cure, look high and low. Are you sure you should look behind that tree? (Could have several sites throughout the camp that has the cure recipe. So scouts don't have the previous patrol show them, each patrol has their own set. The recipe could be something they have to cook.)

Fire Building and First Aid for Burns. NOTE that this is a double station (you get 30+ minutes to complete this activity). 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. Bring your own tinder (no chemical or paraffin additives) and 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. (*Scouts burn through a string that is holding a bucket of water over a leader/zombie.*)

72 Hour / Bug Out Pack. There are many types of disasters and emergencies: floods, fires, earthquakes, hurricanes and tornadoes. 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 couple of days – unless the Zombies find you – then you'll have to run to safety with your pack. You have to properly make a basic bug-out pack. Select appropriate items to pack and only pack what is appropriate. And don't waste any time (the Zombies are here and we need to go).

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. Climbing through holes in a rope web without touching the ropes, one hole for each team member. This requires physical awareness, team work and critical thinking (or you sound the alarm and the Zombies know where you are).

Signaling Methods. The Zombie Apocalypse has started and the world is in chaos. Your patrol needs to get some place safe and NOW. Luckily, there are helicopters flying all around you but they don't see your patrol. 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?

Move the Hazardous Waste. 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 Patrol, or you may never pull this one off.

Trebuchets

As a patrol, Scouts will build a trebuchet using pioneering and lashing skills that will hurl a small pumpkin. Design, build, and test your trebuchet prior to the camporee and partially disassemble it for transport. Be prepared to reassemble it at the designated launch area at the Camporee. Trebuchets will be judged on the quality of work, teamwork of the patrol, and the distance and accuracy of the trebuchet. Plans are included at the end of this packet.

Other Potential Activities:

Solar Distillation Unit

All the drinking water in the area has been contaminated, causing the Zombie population to grow. Your troop must make a solar distillation unit to purify water so you will have clean water to drink. Note: the weather will affect the ability for this to work, so we will judge by how it was designed and built. You can find plans for solar distillation units on the internet. Unit needs to be labeled with troop number and patrol name.

Make your own zombie t-shirt

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.

Patch Designs:



