

# ANCLOTE DISTRICT ZOMBOREE 2012



## LEADER'S GUIDE v1.0

Sand Hill Scout Reservation

11210 CORTEZ BLVD  
BROOKSVILLE, FL

OCTOBER 5-7, 2012

## Weekend Schedule

### Friday, 5 October

- 5:30 pm - 8:30 pm: Unit Check-in at the Admin Building  
After Check-in until lights out: Build Zombie Barriers (“zombified” campsite gateways)
- 10:00 pm – 10:45 pm: SPL/SM meeting at Haggerty
- 11:00 pm: Lights out

### Saturday, 6 October

- 7:00 am: Reveille
- 7:00 am – 8:00 am: Breakfast / cleanup
- 8:00 pm – 8:15 am: Morning Colors / Morning Announcements
- 8:30 am – 12:30pm: Morning Activities
- 12:30 pm – 1:30 pm: Lunch
- 13:45 pm – 5:30 pm: Afternoon Activities
- 5:30 pm – 5:40 pm: Evening Colors
- 5:50 pm – 6:50 pm: Dinner / Make your Scoutmaster into a Zombie
- 7:00 pm – 10:30pm: Evening Activities (Council Fire Ring)
- 10:30 pm: “Zombify your Scoutmaster” Scoring
- 11:00 pm – 12:45 am: Lighthouse of Death Theater presents “I am Legend”
- 1:15 am: Lights Out

### Sunday, 7 October

- 7:30 am: Reveille
- 7:30 am – 8:30 am: Breakfast / Clean-up
- 8:45 am – 9:00 am: Chapel at the Council Fire Ring
- 9:00 am – 9:30 am: Awards Presentation & Closing Ceremony at the Council Fire Ring
- 10:00 am – 11:30 am: Campsite Inspection & Check-out

## Questions about the Zomboree?

Questions about the Zomboree will be answered at the August and September Roundtables. Also, frequently check out the Anclote District website ([www.anclotedistrict.org](http://www.anclotedistrict.org)) for latest information. Additional question can be sent to Zomboree Chairperson Teresa Ronayne at [zomboree@anclotedistrict.org](mailto:zomboree@anclotedistrict.org).

## Registration

- All activities are patrol-based. Troops and Crew must divide their Scouts into 6 – 9 man patrols. These patrols can be different than the boys' usual patrols.
- Patrols are strongly encouraged to adopt a zombie themed name and to design a "zombified" patrol flag to be entered into the Best Zombie Patrol Flag competition.
- All participating units **must** turn in patrol rosters when they register for the Zomboree. The cost is \$13 per person. Register online at [www.wfcbasa.org](http://www.wfcbasa.org).
- Registration must be in the Council Office no later than 5:00 pm on **Friday, September 7<sup>th</sup>, 2012**. Units registering after September 7<sup>th</sup> will pay an additional \$5.00 late fee for a total of \$18 per person. Final registration cut-off is September 19<sup>th</sup>.
- All units must turn-in their troop roster (register online) and registration fee no later than Friday, September 7<sup>th</sup>, 2012 to ensure availability of 2012 Zomboree patches and t-shirts. On-time registration will ensure that:
  - ✓ Each Scout & Leader receive a Zomboree patch
  - ✓ Participating units receive a District Zomboree Streamer for their unit flag.

Note: Based on availability, extra patches will be made available for purchase on Saturday, at the Trading Post.
- Zomboree t-shirts that are preordered will be distributed at check in.
- Zomboree patches and awards will be distributed to all registered Scouts and Scouters upon a successful unit check-out on Sunday morning.

## Webelos at the Zomboree

Troops may invite second year Webelos to visit for the day on Saturday and should plan to depart around dinnertime. Please keep in mind that this event is primarily for Troops and Crews. Webelos will be limited to age-specific activities especially designed for them. The following applies to the Webelos attending the Zomboree:

- Fee is \$9, which covers Webelos specific activities and a patch.
- Webelos must be invited by a Troop and will join the Troop for meals.
- Webelos must be accompanied by a parent or legal guardian.

## Important Things to Know

Patrols compete against both a standard (not against other patrols) and a patrol vs. patrol competition. It is strongly recommended that Scouts bring "grungy" clothes that they do not mind getting dirty or messed up. Since this is a night time event light colored clothing is strongly recommended. Plain white t-shirts would be perfect. Class "A" uniforms are required for Sunday's Chapel Service.

**All units will be responsible for their own meals throughout the campout. It is strongly advised to plan a simple lunch on Saturday so that patrols can make it back to scheduled events on time.**

Each unit is requested to **provide one adult leader** to assist with Saturday's activities, please list Leaders name on the registration roster.

## Information for All Participating Units

All participating Scouts must know and be able to use the following six knots in order to successfully participate in the planned activities. All knots are "common knowledge" Scouting knots and will come into play during the various events. Please practice your knots at Troop & Patrol meetings before the Zomboree.

- Square Knot
- Two Half-Hitches
- Taunt-line Hitch
- Clove Hitch
- Bowline
- Sheet Bend

## Check-In

- Check-in will begin at 5:30 pm Friday and end at 8:30 pm. *Please notify Teresa Ronayne at [zomboree@anclotedistrict.org](mailto:zomboree@anclotedistrict.org) for special arrangements if your Unit cannot arrive by 8:30 pm.*
- At Friday Check-in be prepared with the following:
  - ✓ A copy of your updated roster of boys (by Patrol) and adults in camp (form attached)
  - ✓ BSA Medical health forms (A, B) for every Scout and Scouter (to be shown only).
  - ✓ All Scouts and Scouters will be checked by the Camp Doctor for signs of Zombie infection.
  - ✓ A positive attitude and ready to have fun!
- No persons are allowed in the back of trucks, trailers or campers, per the Guide to Safe Scouting
- Park only in designated areas
- No vehicles are allowed in the campsites – please plan on hiking your gear in from the parking lot.

**Note:** Trailers may be delivered to the campsite, but vehicles must be returned to the parking lot. If a vehicle must be in camp for medical reasons, please notify Zomboree Staff when registering and during check-in Friday night.

***No Unit will be allowed into camp without BSA Medical forms A & B and a patrol/unit roster!***

## Check-out Process

- All tents, tarps, dining flies, etc. must be broken down and secured
- All Scouts & Leaders must be present, on-site, for Checkout
- All trash must be cleared and secured in the campsite. All Units will carry out their trash. There is a camp dumpster located behind the dining hall.
- Zombie Barrier materials are NOT to be disposed of at camp!!!
- LEAVE NO TRACE will be strictly enforced
- Inspecting Staff will sign-off on Troop checkout form and issue Zomboree patches & awards for all Scouts & Leaders
- Once checkout form is signed off, Troop is free to leave.
- Zomboree evaluation forms to be completed and turned in at campsite check-out
- Only one vehicle is allowed in camp to hitch and remove the Troop Trailer. All other gear will be removed by hand.

## Dress Code

Scouts will need their BSA Field Uniform (Class A) for Sunday Service. Otherwise, plan on wearing light-colored “old” clothing. This will be a dirty, messy weekend; wear grungy clothes that you don’t mind getting messed up.

## Camp Rules

- NO ILLEGAL DRUGS OR ALCOHOLIC BEVERAGES IN CAMP UNDER ANY CIRCUMSTANCES. Violators will be asked to leave immediately and local authorities will be contacted.
- NO FIREARMS, EXPLOSIVES, OR FIREWORKS. Violators will be asked to leave immediately and local authorities will be contacted.
- No fighting, bullying, or use of vulgar or blasphemous language
- Anyone leaving or entering camp MUST sign-out/sign-in at the Registration Center.
- All BSA policies & procedures. All Scouts are expected to follow the Scout Law & Oath.
- No SMOKING is allowed in camp or around scouts. The designated smoking area is the Dining Hall Parking Lot.
- No electronic devices allowed in camp (MP3s, I-Pods, cell phones, TVs, radios, DVD players, CD players, etc)
- Adult leaders may have cell phones for safety reasons.
- Any Scout with a knife must have a “Totin’ Chit” on his person at all times.

## Campsite Policies

- Use gas stoves for cooking meals only, keeping heat away from grass or other combustibles.
- No vehicles in camp. One vehicle may drop off a Troop trailer and then must go back to the designated parking area. If there is a medical reason for needing a vehicle in camp, please notify the Zomboree Staff.
- Troops will be sharing campsites with other troops.
- NO GROUND FIRES ALLOWED. Open flames are not allowed in the campsites.

- Buddy system will be strictly enforced.
- Each unit should have the entrance to their campsite well defined with some type of a Troop sign displayed
- Chemical fuel – please bring only what is needed for this two day event and secure them as required by the Guide to Safe Scouting
- TRASH – All trash to be confined in campsite boundaries. Please remove all trash from site and dispose of it properly when leaving Camp on Sunday.
- No breakdown of campsite is allowed prior to the Sunday Awards Presentation without the express permission of the Zomboree Director.
- LEAVE NO TRACE! Remember we are guests at this camp.

## First Aid

Troops are responsible for providing First Aid for minor bumps and scrapes for their Scouts. Major injuries requiring professional medical experience should be reported to 9-1-1 and the Zomboree Staff immediately so that emergency vehicles can be guided to the injured Scout. Each troop is required to have completed BSA Health Forms A & B on site for each Scout and Scouter.

## Trading Post

There will be a limited Trading Post on Saturday. Bottled water, Gatorade, snacks, and other items will be available for sale. All sales are cash only. Proceeds from the Trading post will go towards the District's OA Chapter.

## Participation Requirements

To qualify for unit/patrol awards, each unit/patrol must:

- 1) Participate in each and every event: Friday & Saturday
- 2) Participate in Sunday chapel and closing ceremonies
- 3) Show proper Scout Spirit & sportsmanship throughout the weekend
- 4) Prize awarded for "Zombify your Scoutmaster" Troop competition
- 5) Prize awarded for Zombie Barrier Troop competition

## Zomboree Events Description

**Zombie Barriers (Campsite Gateway):** Fortify the survival area to protect against the incoming Zombie Hordes! Make sure you know your knots and lashings, as they are the only thing between you and the Zombies!

**Hazmat Containment (First Aid):** What do you do when a zombie attacks and inflicts casualties? Cure the zombie bite before you turn into one! Patrols should ready to tend to any injuries that could occur during a zombie attack.

**Zombie-Q (Fire Building):** EVERYONE knows Zombies hate fire. Test your fire building skills and be quick about it. Firem'n Chits are strongly recommend with extra points awarded if the whole patrol has it!

**Die Zombie Die (Archery):** We know that zombies are attracted by sounds; sometimes you need to be silent, but deadly. It's time to practice before the zombies get here (Archery).

**Zombie Sniper (.22 Rifle Shoot):** Test your accuracy skills by shooting infected "zombie eggs" before they hatch.

**72 Hour Bug-Out (Evacuation Plan):** Zombies are in your neighborhood and you've got to leave now! Select appropriate items to pack and don't waste any time (the zombies are here and we need to go!) Weight is an important factor... if you can't carry it, you can't take it with you!

**Zombie Detention (Knot Skills):** Sometimes you need to safely secure a Zombie. This is a timed event and includes tying two specific knots, three lashings and lifting deadweight.

**Visit the Zombie Inn (Survival Skills):** Your mission: construct a zombie-proof survival shelter. Bring your ingenuity and engineering skills.

**Combat Comms (Signaling):** Communicating with other survivors and military personnel is key to survival but Zombies are attracted to noise. How good are you with semaphore, trail symbols, and signaling mirrors? Send or communicate a simple message.

**Escape the Undead (Orienteering - Night Event):** Your patrol is heading to safety through the woods... What's that? Is that a..... RUN! Orienteering can save your life; patrols will compete by choosing the correct bearings to make it to safety.

**Zombie CRYPTOGRPH (Puzzle Solving):** Every patrol will receive clues to a secret message gathered at each event. Decode the message - learn the secret!

## **Zomboree Staff**

|                              |                                                                                                                |
|------------------------------|----------------------------------------------------------------------------------------------------------------|
| Chair:                       | Theresa Ronayne: (727) 798-4137 <a href="mailto:zomboree@anclotedistrict.org">zomboree@anclotedistrict.org</a> |
| Vice Chair:                  | Julie Longen                                                                                                   |
| Program:                     | George Wentzler                                                                                                |
| Logistics:                   | Crystal Steinborn                                                                                              |
| Marketing/ Public Relations: | Bill Haggard                                                                                                   |
| District Program Chair:      | Julie Losee                                                                                                    |
| Finance:                     | George Romagnoli                                                                                               |
| Health & Safety:             | Joe Morelli & Mitch Bollenbacher                                                                               |
| Awards:                      | Marni Wentzler                                                                                                 |
| Parking & Security:          | Travis Johnston                                                                                                |
| Registration:                | Mark Losee                                                                                                     |
| Trading Post:                | Tocabaga Chapter, OA                                                                                           |