

Version 2



Barbarossa Zombie Apocalypse
Spring 2018 Camporee
Jugendzeltplatz Cochem-Klotten

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Barbarossa District's Zombie Apocalypse 2018 Spring Camporee will be held from **18:00 Friday, April 27 until 11:00 Sunday, April 29, 2018** at the **Jugendzeltplatz Cochem-Klotten**. Boy Scout Troops and Webelos Dens from all Districts within the Transatlantic Council are invited to attend. The Camporee fee of **US\$25/22€ per Scout or Adult Leader** includes the two nights of camping, the program activities, the patch and the Campfire Saturday evening. Registration should be made using the form attached at the end of this guide by **Friday, March 23** at the latest.

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1. General Information and Planning

1.1 Getting here

The campground is located on the Klottener Berg (hill) above the picturesque town of Cochem, nestled on the Mosel River about 50 km southwest of Koblenz. Since the Campground is on a nameless country lane, it is best to use the exit Kaisersesch or the city of Cochem as a guide for your navigation systems and then navigate from the A48 Autobahn. The campground is also accessible for coaches and larger vehicles.

Directions from the A48:

- Exit at 4-Kaisersesch in the direction of Cochem,
- After 300m turn onto L98 in the direction of Cochem,
- Follow the road for 5.3km; then turn left just beyond the town of Landkern (after you pass the Guesthouse Stern on the left).
- Follow in the direction Wild- und Freizeitpark-Klotten (Animal Park- there are signs) for 1.7km (but do not go further than this; the campground is before the Animal Park so if you actually get to the Park, you have gone too far).
- Turn right and you will reach the campground after about 350m.

1.2 Arrival Procedures

Units should plan on arriving between 18:00 and 22:00 on Friday, 27 April, 2018 and departing after the closing activity on Sunday, about 11:00. You may not be able to access your site prior to this, as the Camporee Staff may not be ready. You have the option, however, to already park at the campground and do an optional excursion on your own (see section 2.7 for suggestions) should you be coming from further away and want to see something of the area.

1.3 Site Specifics and Parking

The campground was a soccer field in its previous life and, as such, is almost a hectare in size and completely flat. It also has an adequate amount of parking next to what was originally the clubhouse, which is only a short distance to the actual campsites, so transporting gear will not be a problem. It is, however, **not permitted to drive onto the "field" itself**, i.e. the campsites, so gear must be unloaded from the parking area just above the clubhouse. Please come to the information/ registration table upon arrival and they will direct you as needed.

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1.4 Webelos to Scouts

We encourage Webelos (I and II) Dens to participate. They should register with the Troop together as one Unit, as they will need to camp and organise all meals together as well. The Webelos Den Leader or other responsible adult should have completed the BSA Leader Specific and Youth Protection training. Webelos camping guidelines apply to the Webelos Dens participating in the camporee.

1.5 Payment

Payment can be made via Kintera:

<http://www.kintera.org/autogen/home/default.asp?ievent=1179263> by Friday, March 23 (prior to the start of the Easter Break). Please also send your camp registration form (see Appendix) by e-mail to the Camp Program Director Catherine Gritz so that she has info of those attending.

1.6 Adults & Older Scouts

Both adults and youth are needed to help run the program including Camp Arrivals and Departures Support, Camp Medic, Campfire Program Director (Youth Volunteers), Activity Stations, etc. We welcome Scouts aged 16 or over and at least Life rank to help with Activity Stations. JASMs and Troop Guides are invited to volunteer to serve as the Camporee SPL and Camp Staff to ensure the Scouts are informed by Patrol Method, Scouts Leading the Way. If you are interested in assisting as "Camp Staff", please sign up for your desired position using the Sign-Up Genius Link: www.SignUpGenius.com/go/30E0E49ACAA29AB9-volunteer.

Depending on how many sign-up, we may need to re-allocate individuals to other areas. We also need several adults to play the roles of Zombie Doctors and Zombie Hunters but these cannot be included in Sign-up Genius as they must remain a secret to the individuals involved in the scenario. Please e-mail me directly if you are interested in playing one of these roles (Saturday afternoon only).

1.7 Campsite Assignments

Campsites will be allocated based on the numbers given in the registration email. When arriving at camp please send the Troop SPL with his Patrol Leader(s) to the Registration/ Information to complete the check-in procedures and to be shown the location of your campsite. If your unit is arriving in several groups, please ensure that everyone knows the unit number (for example, "Troop 184") as well as the name of the leader in charge, so they can be directed to the Unit's campsite.

1.8 Camporee Management Principal Camporee Staff members are listed below.

You can reach them by phone during evening hours. Camporee Director, Jannette Nabinger, jannettenabinger@gmail.com; Program Director, Catherine Gritz cogritz@t-online.de +4915150435637; and Ed Bowyer, Camp Commissioner, edbowyer@yahoo.com.

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2. Camporee Organisation and Safety

2.1 Emergency Contact It is recommended that Units should have access to a cellular phone that can be used as a primary contact for members of that Unit or Camporee Staff to contact in an emergency. The emergency number for the Camporee is Catherine Gritz at 0049 151 50435637.

2.2 First Aid The First Aid station will be set up within the campground and will be marked with a prominent sign. We will have at least one Camp Medic on site at all times. If assistance is needed, please contact a member of the Camporee Staff that at the Staff HQ. If the injury permits, and IF it is practical to do so, bring the injured person to the First Aid station for medical attention.

2.3 Medical Forms In case of serious injury or illness requiring emergency medical services or hospital treatment, a health history record and permission of a parent or guardian are required. This form, known as the Medical Form, must be accessible to the Unit Leader at all times. There is now a new BSA medical form 680 01, 2014 Printing, which parts A and B are required for all participants (youth and adult) for the Camporee. Please maintain the medical forms in one Unit binder and bring to the camp to be prepared for emergencies.

2.4 Fire & Ambulance Service In the unlikely event that fire or ambulance services are needed, send a runner to the Staff HQ immediately so that an emergency call can be placed and the Camporee Director notified immediately. If the emergency call is placed from a cellular phone within your area, you must still send a runner to the Staff HQ to notify the Camporee Director of the emergency and to arrange for the emergency equipment to be directed to the correct location. 112 is the Emergency number.

2.5 Campsite Competitions: There will not be campsite inspections for a "best camp" competition– only inspections for camp cleanliness. All awards presented have to do with the Zombie Competitions- see Section 3.3 below.

2.6 Food Service: Units are responsible for bringing their own food and means of preparing it. You will need food for Friday (or eat before you arrive), three meals for Saturday and Sunday breakfast and possibly lunch depending on your travel plan. Lunch on Saturday should not involve cooking and not take longer than 30 minutes to prepare and consume as that is the time allocated during the Zombie station activities. You can cook using a fire pit or on camp stoves. Firewood is available onsite for a fee (see registration form) but you will need to saw it into more manageable sizes as the pieces are very long.

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2.7 Optional Excursions On Your Own

The Wild- und Freizeitpark (Animal & Amusement Park; website also in English, albeit grammatically challenged <http://www.klotti.de/en/info-service/opening-times/>) is 2km further down the road (you passed the signs on the way in) and would be an option for a troop looking for an additional activity on the Friday or Sunday. Just past the entrance to the Wild- und Freizeitpark is a Sesselbahn (old-fashioned chairlift <http://www.cochemer-sesselbahn.de/index.php/chair-lift/prices-opening-hours>) that will ferry you down into the town of Cochem for a small fee with breathtaking views along the way, allowing you to tour this lovely town situated on the Mosel river. It is also possible to hike down into Cochem one (or both) ways; making use of the chairlift in the other direction.

3. Zombie Invasion Events

3.1 Zombie Invasion Introduction

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 bites and contact with zombie wounds and remains with open wounds on humans. It's up to you to save humanity from the Zombies. Ask your Scoutmaster for instructions (unless he is already a Zombie). 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 Zombies. As you go through the events you will have your Zombie Defence Passport stamped at each event with the points you have earned. Bring your passport to the Survival Area HQ at the end of the day.

3.1.1 Adult participation

We need at least one adult from each troop to play a zombie for the Infected Leader Activity (see 3.2 Event stations below) and one to assist at an Event Station. In addition a few adults (four in total) are needed to take on the roles of doctors and zombie hunters in the Zombie Invasion Game. Please indicate in your registration which of these roles you would like to take on.

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3.2 Event Stations:

1. **Infected Leader:** Each unit had leaders and SPL's at the Camporee HQ when it was overrun. Each patrol will need to capture one of their infected, but stunned, leaders or SPL and bring him to the new HQ to be administered the cure. Directions on how to safely capture, secure and transport your infected leader Zombie will be provided.
2. **Pyromania:** 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 the new HQ. 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. A quick review of burn first-aid will also help you score additional points.
3. **Monster Mash:** 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.
4. **Defend the Camp:** 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 axes to make sure you can defend yourself. We've located a stash of Zombie Heads that we need you to take out.
5. **Be Prepared or Prepare to Be Prepared (for Zombie lunch):** 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 neighbourhood. 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 pack. You have to properly compile a Ten Essentials bug-out pack. 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, so include other items that you think may prove useful.
6. **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 barb 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 anyways. How many of your patrol members can escape to safety before time runs out?

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7. 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?
8. Move the Zombie Head: 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.
9. 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!
10. Knife Skills: Learning new, and honing existing knife skills, can't be a bad thing when faced with imminent danger of a Zombie invasion. You can also create useful utensils- like cutlery, which may come in handy in your quest for survival, and you can also practice your whittling skills.

Essential Daypack Items for Each Patrol:

- Zombie Defence Passport (not your REAL passport!)
- Mittens or oven mitts for every Scout
- Breath mints or mint gum
- Pencil and spiral bound notebook
- 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 gloves
- Energy snacks for morning and afternoon

3.2 Additional Activities:

3.2.1 **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.

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3.2.2 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.

3.2.3 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 just the model! Only start with this after the Activity Stations/ Zombie Invasion is completed for the day as you don't want it to wear off before the judging at the Campfire.

3.2.4 Zombie Invasion This event will begin sometime Saturday Afternoon and will end at 4 PM. Only Scouts can play.

- Blue(Human) and Orange(Zombie) armbands will be given out to all scouts at registration.
- All Scouts start as humans by wearing the blue armband on upper part of their arm during the day, keeping the Orange armband in a pocket.
- Safe Zones: All Event Station areas, all Camp Sites and Camp buildings, Bathrooms and 20 feet around each. **No tagging is allowed in these areas.**
- When tagged by a Zombie (Orange Armband) a Human (Blue Armband) is required to hand over their blue armband to the zombie and replace it with an Orange armband from their pocket. You are now a Zombie and you can start tagging Humans. Tagging is a firm touch to the arm, shoulder or back (no hitting)!
- You can use the medication (located randomly around the activity stations- you may take it if you find it) to freeze the zombie for about 20 seconds, thus enabling a hasty retreat. You do this by handing the medicine to the zombie (the medicine is candy and he is frozen for the time it takes him to eat it).
- No cannibalism: You may NOT attack someone from your own troop.
- No running: If you are caught running you forfeit your ribbons and the game. Any Leader who sees a scout running can take both his armbands.

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To play you must wear the armband at all times.

- There will be 2 Doctors (unknown adults) that can cure zombies (turn them back into human). You will be required to do a Tenderfoot, Second Class, or First Class Requirement. (Practice your knots!).
- There will be 2 Zombie Hunters (unknown adults) who will take all armbands from a zombie.
- Invasion will be over when you hear the horn. If you think you are a winner please come to the Program director.
- **You win** by being the last remaining human or the Zombie with the most blue armbands AND have at least five of the 10 activity stations in their Defence passport completed. Ties will be broken by how many activities you have attended and total score. If you become a zombie intentionally, that ruins the game for everyone else.
- **Everyone plays Zombie Invasion to have fun**, and the rules only exist because we agree they do. That is why the most important rule is to treat your fellow players with respect, and gracefully accept when you have been tagged. Remember a Scout is Trustworthy and Courteous and we expect you to keep these points in mind while you are playing this game, and most of all have a fun time and be safe.

3.3 Awards:

3.3.1 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.

3.3.2 Zombie Cook Off: Every unit needs to produce a main dish, dessert, or appetiser based on the Zombie theme. These will be judged by the camporee staff at supper on Saturday. The recipe should be included with every submittal. Please be aware that poisoning of the staff will not be looked upon favourably and is grounds for disqualification.

3.3.3 Zombie Invasion: Who will have the survival skills to be the last remaining human or the Zombie with the most blue armbands AND at least five of the 10 activity stations in their Defence passport completed? Do you have what it takes?

3.3.4 Zombie Apocalypse Survival Team Champions: 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.

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Appendix A: Schedule of Events

Friday, 27 April 2018

09h00 – 18h00	Camp Set-up by Camp Staff
18h00 – 22h00	Troops Arrival, Check-In @ Staff HQ and Patrol Time
22h00 – 22h30	Leaders Meeting (SM, SPL, Staff) @ Staff HQ
23h00	Lights Out

Saturday, 28 April 2018

07h00	Reveille
07h00 – 08h15	Breakfast @ Campsites
08h30 – 08h45	Opening Ceremony @ Flag Pole
08h45 – 09h00	Activity Safety Briefing
09h00 – 16h00	Zombie Activity Stations (Sack Lunch)
Announcement made – 16h00	Zombie Invasion
16h00 – 19h00	Return to Campsite prep for Zombie Cook-off/ Costume Contest
19h00- 20h00	Zombie Cook-off (Communal Buffet)
20h00 – 20h30	Build the Campfire (Need Volunteers). Judging of Zombie Spirit Costume Contest.
20h30 – 22h00	Camporee campfire. Bring chairs/blankets. Announcement of winners of Zombie Spirit Costume Contest, Zombie Invasion and Zombie Apocalypse Survival Challenge.
22h00 – 23h00	Patrol Time (Service Patrol 1 Clean Sanitary Building)
23h00	Lights Out

Sunday, 29 April 2018

07h00	Reveille, Class A Uniform
07h00 – 08h00	Breakfast @ Campsites
08h30 – 09h00	Flag Retirement Ceremony & Scouts Own (Scouts in Uniform Please) @ Flag Pole
09h00 – 10h00	Patrol Time- Teardown (Service Patrol 2 Clean Sanitary Building)
10h00 – 10h30	Closing Ceremony & Checkout of Troops at Camp Staff HQ Tent
11h00	Departure of Troops
10h30 – 11h00	Clearing of Camp Site by Camp Staff
12h00	Staff Checkout and Departure

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Our troop would like to have: a sixth (10€ / \$12) a quarter (15€ / \$18) of a "Festmeter" (FM) of firewood (please tick your choice).

Please note that you will need to saw it into smaller pieces yourself.

Total cost of firewood:			
Total number of Youth registered:		x 21€/ \$25 =	
Total number of Adults registered:		x 21€/ \$25 =	
Total Due:			\$

RULES OF CONDUCT for CAMPOREE

- 1) All rules of the campground will be enforced and must be strictly followed. The Camporee Staff is in charge of the safety and welfare of all campers and have final authority on what will be allowed and in all matters of Health, Safety and Security.
- 2) Do not bother any of the natural wildlife you may find at the camp area.
- 3) Adults may shower during the hours of 0000-0500, 0900-1200, 1300-1600, and 2030-2400. **These rules must be strictly followed, as it is a Youth Protection rule.**
- 4) Do not waste water. Dishes WILL NOT be washed at water distribution faucets. Dish water will be obtained and taken to the unit's campsite. Grey water may be distributed beyond 50 feet from the entire campsite perimeter. Please do not allow scouts to dispose of grey water in the sinks or in the nearby lake.
- 5) Do not walk through another Units campsite without asking permission.
- 6) Behavior by any participant (youth or adult) that results in property damage, injury to another person, or disrespect to another Scout, Scouter, or the Staff will not be tolerated and may result in their removal from Camporee.
- 7) **Alcohol** consumption of any type of alcoholic beverages at any BSA sponsored event is prohibited.
- 8) **Scouts are expected to be in their tents no later than lights out each night.**
Additionally, scouts and scouters are reminded to keep their voices low after lights out.
- 9) **Items to Be Left At Home:**
 - Sheath Knives
 - iPods, Radios, Boom Boxes, PSP's, Nintendo's and the likes, etc...
 - Military Clothes and Equipment
 - Fireworks, Poppers, Caps, etc...
 - Aerosol Cans
 - Un-scout-like Behavior
 - ANY & ALL chemical-based fire starter aids

Remember, the primary purpose of Camporee is to build teamwork within the patrols, experience Scouting fellowship, and, most importantly, to use your scout skills to make this a fun event for all.