

Wood District Zombie Invasion Staff Edition



When: October 17-19, 2014

Where: Camp Berry

Findlay, Ohio

Wood District Zombie Invasion

Table of Contents

Leaders Guide:	4
Zombie Invasion Schedule.....	4
Zombie Invasion Events	5
Event Stations:	5
Essential Daypack Items for Each Patrol:.....	6
Additional Activities:	7
Awards:	7
Wood District Zombie Camporee Registration Form	8
Camp Berry, Findlay, OH	9
Camporee Staff Guide.....	10
Event Schedule:	10
GPS Coordinates:.....	10
Infected Leader Event:	10
Pyromania Event:.....	10
Finding the Cure Event:	11
Monster Mash Event:	11
Defend the Camp Event:.....	11
Be Prepared or Prepare to Be Prepared for Zombie Lunch Event:.....	11
The Ten Essentials list.....	11
Recommended Supplements to the Ten Essentials	11
Escape through the Barbed Wire Event:	12
Event Challenge:.....	12
Event Guidelines:.....	12
Signal for Rescue Event:.....	13
Move the Zombie Head Event:	13
Equipment:.....	13
Scenario to be relayed to the Scouts:	13
Improve Your Fortifications Event:	14
Cure Instructions:.....	14
Coded Instructions:	14
Survival Lunch:.....	14

Anti-Zombie Gear Points Breakdown:	14
Rebus Sample:	15
Jigsaw Puzzle Template	16
Coded Messages.....	17
Zombie Apocalypse First Aid Scenario	20
Victim Injuries:	20
Scoring Checklist:.....	20
The victim needs first aid for:.....	20
Scouts need to do the following:.....	20
Scoring Sheet Zombie Apocalypse First Aid Scenario	21
Heart Attack Symptoms	22
First Aid for Burns (For the Pyromania Event)	23
1st-degree burn.....	23
2nd-degree burn	23
3rd-degree burn.....	24
First Aid for Burns Quiz	25
First Aid for Burns Quiz Answer Key:	27
Zombie Invasion Evaluation Form	28

Leaders Guide:

It has happened! Zombies have been sighted in Wood District and are rumored to be heading into the surrounding areas. Boy Scouts are advised to seek immediate shelter at the Emergency Zombie Survival Area at Camp Berry just south of Findlay, Ohio. Bring your own gear and rations to survive the weekend. 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”! Stay tuned to Emergency Broadcast Notices for further updates.

Zombie Invasion Schedule

Friday: October 17th, 2014

6:00 PM to 9:00 PM – Registration and Check-in.

9:30 PM – Scoutmaster/SPL Meeting and Crackerbarrel

11:00 PM – Taps/Lights Out

Saturday: October 18th, 2014

8:00 AM – Flag Raising, Final Instructions. Daypacks with essential items must be present.

8:15 AM to 11:40 AM – Station Events

11:40 AM to 12:40 PM – Survival Lunch

12:40 PM 4:00 PM – Station Events

4:15 PM – Zombie Apocalypse

4:30 PM – Dead Head Tournament

5:30 PM to 7:30 PM – Dinner/Clean-up

7:30 PM to 9:00 PM – Non-Denominational Service and Campfire Program

9:15 PM – Scoutmaster/SPL Meeting/Camporee Evaluation and Crackerbarrel

11:00 PM – Taps/Lights Out

Sunday: October 19th, 2014

8:30 AM – Camp Wide Clean-Up By All Participants.

9:00 AM to 10:00 AM – “Leave No Trace” Check-out.

Every Zombie survivalist knows that you have to sacrifice the few to save the many. Each Troop needs to sacrifice two adults (more would be appreciated) to help run our events. Lone OA members (a member whose troop is not participating in the camporee) are also invited to become part of the undead helping to run the camporee.

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 bites and direct contact with zombie wounds and remains with open wounds on humans.

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 (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 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 how much anti-Zombie gear you get for the final apocalyptic confrontation with the Zombie Horde. Decode the “Cure” instructions to know when, where, and how to use the anti-Zombie gear.

Event Stations:

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 a Zombie will be provided. The new HQ location will be in a coded message so the Zombies can’t find our new HQ.

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. 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.

Finding the Cure: 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: 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: 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.

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 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 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.

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?

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?

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.

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!

Undead Head: The game *Dodgeball* has become infected. Don't worrying about a ball touching you; you have to keep the Zombie head from biting you. Two sets of "Infection Matches" will be played simultaneously on separate courts until we get our top two surviving patrols to face off. See who makes it and who doesn't. Competition will begin when the Zombie Apocalypse ends.

Essential Daypack Items for Each Patrol:

- GPS unit
- Decoding wheel
- Passport
- 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 gloves
- Ziploc bags for storing the parts of the "Cure" and Defense Passport
- Energy snacks for morning and afternoon

Additional 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 just the model!

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 Cook-Off

Every unit needs to produce a main dish, dessert, or appetizer 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 favorably and is grounds for disqualification.

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.

Undead Head Champions

Who is the ultimate survivor of the Infection Matches? The last patrol standing will receive this award.

Wood District Zombie Camporee Registration Form

Troop Number and Town: _____

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:

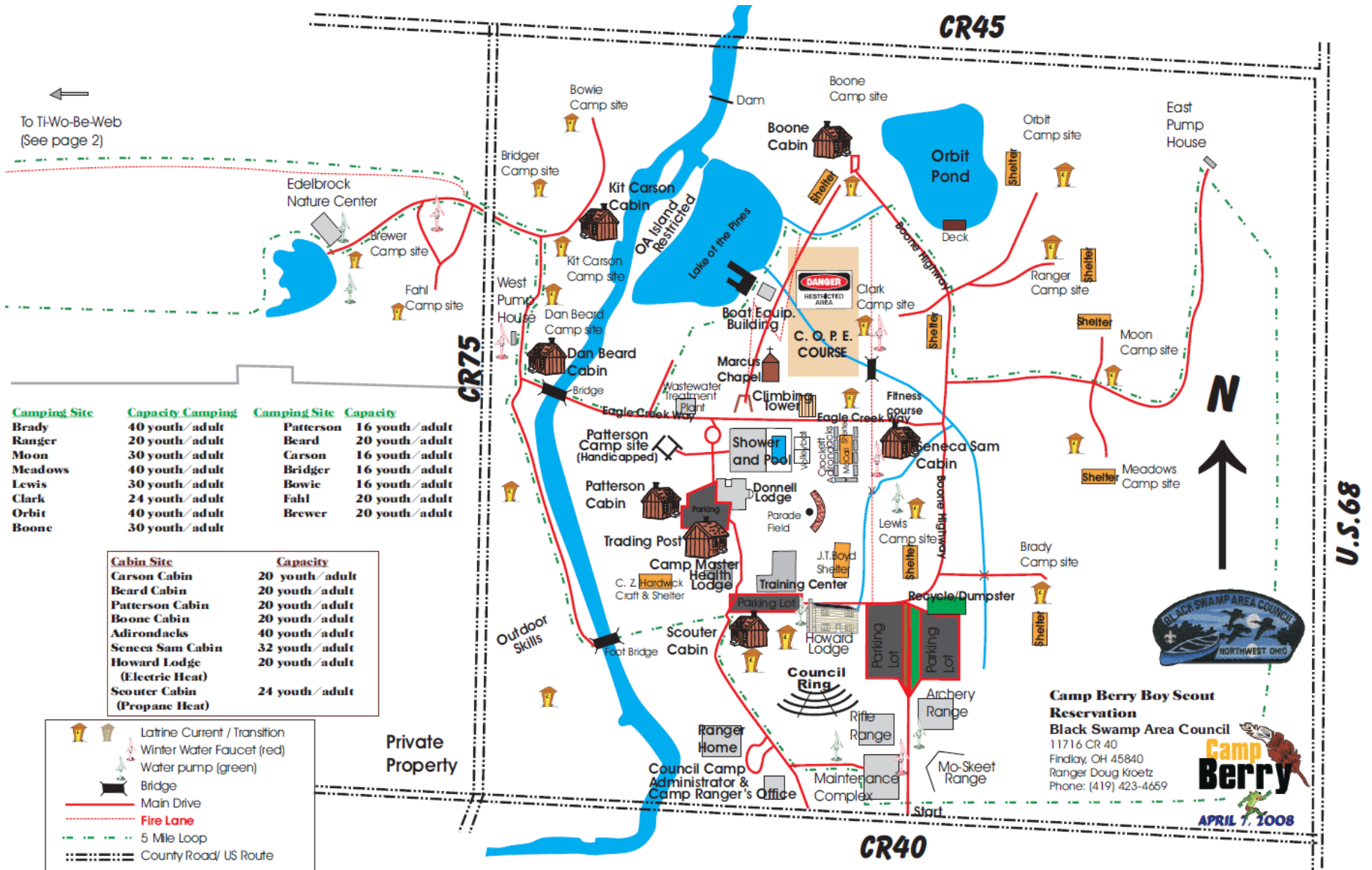
Total Youth Participation _____ X \$15.00 = _____

Total Adult Participation _____ X \$10.00 = _____

Total Fees Due: _____

Camp Berry, Findlay, OH

Directions to Camp Berry from the North: Take I-75 S toward Dayton. Take exit 156 to merge onto OH-15 E/US-68 S toward US-23/Kenton/Columbus. Travel for 2.8 miles. Exit right onto US-68 S. Stay on US-68 S for 2.2 miles. Turn right onto County Road 40. Destination will be on the right in 0.3 miles. Check in will be at the J.T. Boyd Shelter.



Camporee Staff Guide

This information is not to be shared with patrol members prior to or during the competition.

Event Schedule: The schedule provides 5 minutes of travel time between stations. Patrols may require more time to arrive at their scheduled station. If additional time is needed, it will come out of their station time. This will encourage patrols to quickly figure out where their next station is located and to hasten to that station. Patrols are not to be released to the next station until the end of the station time period. **Do not release patrols early.** After their last station, patrols will have 15 minutes to decode the Zombie Apocalypse puzzle and report to the event location to pick up their anti-zombie gear. The Zombie Apocalypse will start at 4:15 PM sharp. The Zombie Apocalypse should not take more than 5 minutes to complete. At the end of the event, all participants will form a police line and clean up the area.

8:00 AM – Flag Raising, Final Instructions. Daypacks with essential items must be present.

Station Event #1: 8:20 AM to 8:55 AM

Station Event #2: 9:00 AM to 9:35 AM

Station Event #3: 9:40 AM to 10:15 AM

Station Event #4: 10:20 AM to 10:55 AM

Station Event #5: 11:00 AM to 11:40 AM

Survival Lunch: 11:40 AM to 12:40 PM – Served by Wood District Staff

Station Event #6: 12:45 PM to 1:20 PM

Station Event #7: 1:25 PM to 2:00 PM

Station Event #8: 2:05 PM to 2:40 PM

Station Event #9: 2:45 PM to 3:20 PM

Station Event #10: 3:45 PM to 4:00 PM

4:15 PM – Zombie Apocalypse

4:30 PM – Dead Head Tournament

5:30 PM to 7:30 PM – Dinner/Clean-up

7:30 PM to 9:00 PM – Non-Denominational Service and Campfire Program

9:15 PM – Scoutmaster/SPL Meeting/Camporee Evaluation and Crackerbarrel

11:00 PM – Taps/Lights Out

GPS Coordinates: All event locations and GPS coordinates will be determined prior to the start of the camporee.

Infected Leader Event: Instructions, a coded location, a decoder, and passport will be provided to each Patrol at Flag Raising. Scouts will need to locate and then secure their infected but stunned leader/SPL. This will involve a long rope and tying a clove hitch around the infected leader/SPL without patrol members letting go of the ends of the rope or touching the victim and then transporting him on an improvised stretcher to the Pyromania event at the “New HQ” (GPS coordinates on passport). Point values are to be determined.

Pyromania Event: An alternative method of lighting a fire will be used, such as steel wool and a battery. Scouts bring their own tinder (no paraffin, accelerants, or artificial starters). Infected leaders/SPLs will be placed under a suspended bucket of water. Burning through the string douses the leader/SPL. Bonus points can be earned by correctly answering questions on a First

Aid for Burns quiz. See pages 23-27. From here they will be released to their station 3 at 9:40 AM (GPS coordinates on passport). Point values are to be determined.

Finding the Cure Event: So scouts don't have the advantage of previous patrols showing them the locations of the caches (or patrols not returning them to the correct location), each patrol will have their own set of 3 GPS coordinates provided to them at this station. Two sets of GPS coordinates will be alternated from one session to the next (4 sets if there are two patrols at the station at one time). The adult running the station will need to reset the geocaches. 10 points awarded for each geocache successfully located.

Monster Mash Event: Splints and some triangular bandages will be provided to treat the wounds. Volunteers may be moulaged to simulate the injuries. Scouts will need to talk to the victim to help determine the extent of the injuries to be treated. A blanket and staves will be provided for patrols to improvise a stretcher. See *Zombie Apocalypse First Aid Scenario* on pages 20-22 for complete details and scoring.

Defend the Camp Event: Zombie brains will be attached to boards with a straw bale backdrop. For safety reasons, the area will be tightly controlled and run by a range certified volunteer. All members of a patrol will participate by throwing six knives each. The patrol's score will be determined by averaging the scores of all members of the patrol.

Be Prepared or Prepare to Be Prepared for Zombie Lunch Event: You have to properly compile a Ten Essentials bug-out pack. Select items to pack and only pack what is appropriate. There are additional recommended supplements to the ten essentials that can be included for bonus points. From a pile of items Scouts select the items to pack and are scored on number correct minus the total number wrong (those incorrectly chosen and those not chosen but should have been). Bonus items will be added to their final score.

The Ten Essentials list (*2 points for each one*):

- Navigation (map and compass)
- Sun protection (sunglasses and sunscreen)
- Insulation (extra clothing)
- Illumination (headlamp/flashlight)
- First-aid supplies
- Fire (waterproof matches/lighter/candles)
- Repair kit and tools
- Nutrition (extra food)
- Hydration (extra water)
- Emergency shelter (tarp, bivy bag, space blanket)

Recommended Supplements to the Ten Essentials (*Bonus Items worth 2 points each*):

- Portable water purification and water bottles
- Insect repellent
- Signaling devices, such as a whistle, cell phone, satellite phone, unbreakable signal mirror or flare.

Escape through the Barbed Wire Event: Read aloud the following Challenge to the group.

Event Challenge: 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 barbed wire (rope web) without touching the wire, one hole for each team member (or you sound the alarm and the Zombies know where you are). This requires physical awareness, team work and critical thinking. As a group, earn as many points as you can by traveling through a unique pathway. You only have 20 minutes before the Zombies locate you anyways.

Event Guidelines:

- Each team member must pass through the barbed wire using his/her own opening. Once an opening is used, that opening cannot be used again
- The barbed wire must not be touched by anything
- Participants may not jump or dive through openings
- Team members may not be launched through the openings
- Anyone traveling through the barb wire must be spotted
- No other equipment may be used in this activity
- The group must complete this activity in a safe manner or the activity will be stopped
- If any guidelines are broken, the group may be given a penalty (see penalties below)

Before the participants attempt an activity challenge, give the group 2 to 4 minutes to work through the following six problem solving steps:

- Circle up
- Know and understand the challenge and the guidelines
- Brainstorm
- Make a plan

Gather the team around the barb wire and explain the point system.

- One point is earned for going underneath the barrier.
- Two points are earned when passing through a lower hole.
- Six points are earned when passing through a middle hole.
- Ten points are earned when passing through an upper hole.

Teach or review proper spotting techniques and emphasize the importance of safety. Be sure to monitor the group for safety as they attempt the activity. If a touch occurs, apply one of the following penalties:

- First touch: one person has to travel back to the other side.
- Second touch: the group may not communicate verbally for two minutes.
- Third and each subsequent touch: loss of two points.

Attempt the challenge:

- Do the plan
- Evaluate results and adjust as necessary

If participants get stuck, suggest they circle up again. Here are some suggested questions to help guide the group back on track:

- What is working?
- What ideas have you not tried yet that someone suggested?
- After the activity, move to the debriefing questions for discussion.

Debriefing the Activity: Use debriefing questions as a guide for discussion. Circle up the group so that everyone is part of the discussion. Select the questions you feel will best benefit the group. It is not mandatory to cover every question. Make sure to let everyone share their ideas, and remind participants that everyone's opinions and feelings are important! Base questions for debriefing:

- What did you just do together?
- How did you feel while you did the activity?
- What was one of the challenges of doing this activity?
- What did the group have to do or believe to be successful?

If the group was unable to complete the task in the given time:

- Why do you think it was so difficult to make it through the spider web?
- Since you were not able to solve the problem, does it mean your group is a failure? (Push the group to respond with more than a "yes" or "no" and to instead point out and discuss what they learned.) Remember, success can include learning from mistakes.
- What changes would you make in how you communicated?

Signal for Rescue Event: Patrols will have a pile of staves they may use. Signal in Threes - Once the patrol has found a location in the open for a visual signal; they must repeat the signal three times in the shape of a triangle (6 points). Communicating a signal three times in the shape of a triangle is an internationally understood distress signal. If it is a sunny day, they can further attract attention with objects that reflect the sun's light, such as a rescue mirror or a CD. Aiming a signal mirror requires practice. Patrols will need to capture the sun's rays and then use the mirror/CD to reflect them in the direction of a rescue aircraft. The rescue aircraft will be a target posted on a tree (6 points). Once the patrol has attracted the attention of the rescue aircraft, they must stand upright near their visual signal with their arms overhead in the shape of a Y to indicate--yes--they need to be rescued (6 points).

Move the Zombie Head Event:

Equipment: 1 bowling ball, at least one 3-6 foot rope per participant, a milk crate.

Scenario to be relayed to the Scouts: You have found yourselves in the middle of a Zombie crisis. Unfortunately a Zombie head (bowling ball) has been found and any contact with it runs the risk of it biting the person and infecting them. Fortunately for you, a Zombie control team passed through earlier and left some specially treated ropes and a biohazard containment box (milk crate) nearby for just such an incident. The ropes have been treated with radiation to eliminate the possibility of the virus transferring through the ropes to another person. The radiation is at a tolerable level. However, over-exposure causes instant and terrible side effects such as blindness or muteness. Over-exposure occurs when a person touches his own rope with more than one hand. Somehow you must discover a way to move the Zombie head into the containment box without dropping it. Dropping the Zombie head will cause it to break in multiple pieces creating a worse clean-up situation. Be sure not to contact the Zombie head with anything but the treated ropes, but don't over-expose yourselves to the ropes. Finally, don't even try moving the containment box. Containment boxes are booby trapped and especially sensitive to movement. They will explode without the pressure of a head inside unless disarmed by the Zombie control team. This prevents Zombies from learning the secrets of the containment box. A

maximum of 25 points may be earned for this event. The event judge may award partial points for teamwork, creative solutions, etc.

Improve Your Fortifications Event: Scouts will have to use provided staves and ropes to lash a barrier across an opening using square, round, and diagonal lashings. Round lashing will be used to create two longer staves. Square lashings will anchor these two longer staves to the opening posts four feet apart. Diagonal lashings will be used to create an x-shaped barrier between the upper and lower staves. Two points will be awarded for each lashing tied correctly. 22 points are possible. All patrol members must tie at least one lashing

Cure Instructions: A rebus for every patrol is printed on card stock on one side and jigsaw puzzle pieces on the other. The puzzle pieces are cut out. Each event will be given an envelope containing certain pieces of the puzzle. Patrols collect pieces of the rebus/jigsaw puzzle at the events throughout the day and piece it together at the end to determine when and where the Zombie Apocalypse will occur and how they will defend themselves. See page 15.

Coded Instructions: Is for the Infected Leader and Finding the Cure events. See Coded Messages on pages 17-19.

Survival Lunch: Grilled hot dogs/coney dogs, baked beans, chips, carrots, apples, cookies, lemonade

Anti-Zombie Gear Points Breakdown:

_____ to _____ **1 water balloon per patrol member**

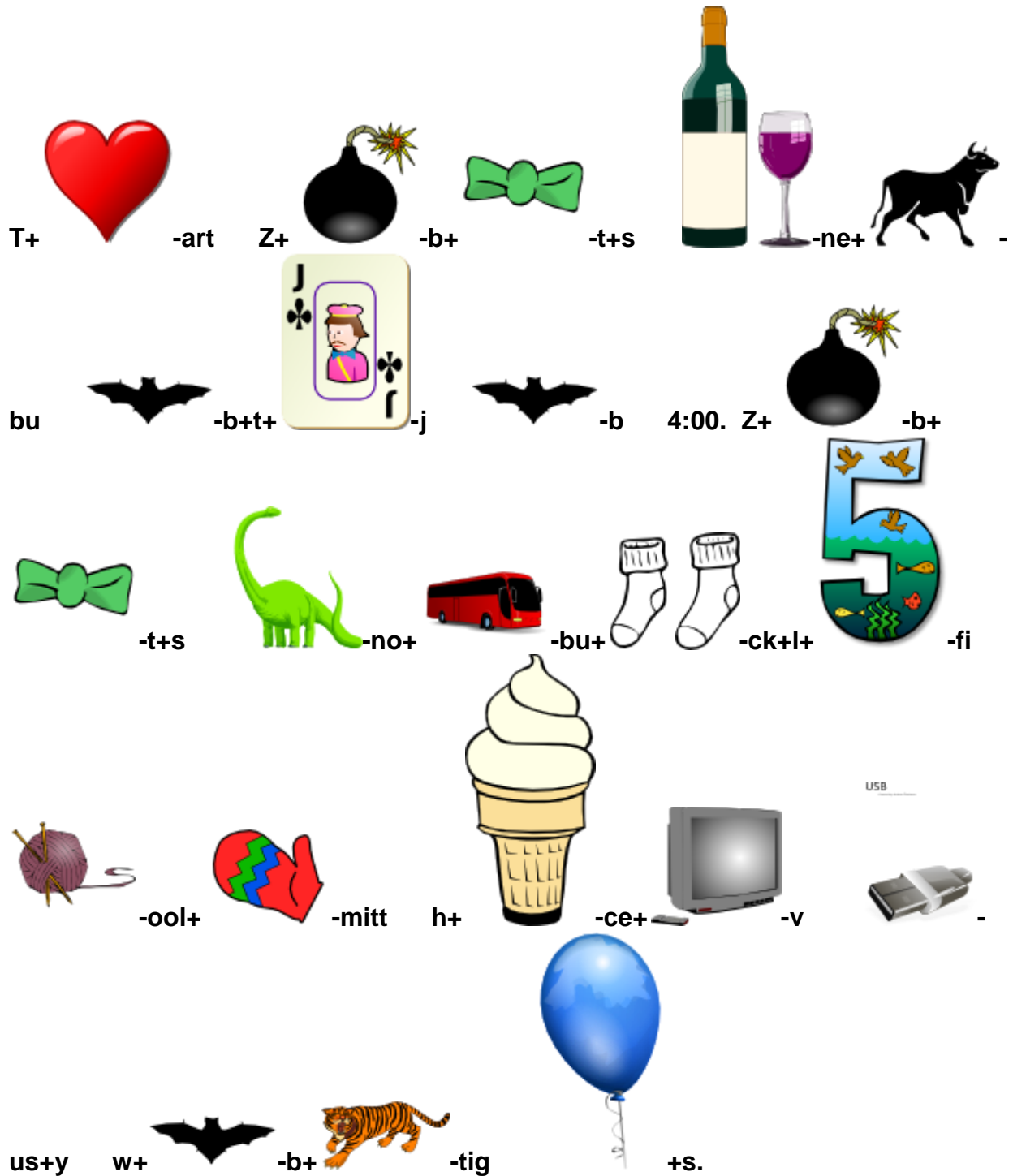
_____ to _____ **2 water balloons per patrol member**

_____ to _____ **3 water balloons per patrol member**

_____ to _____ **4 water balloons per patrol member**

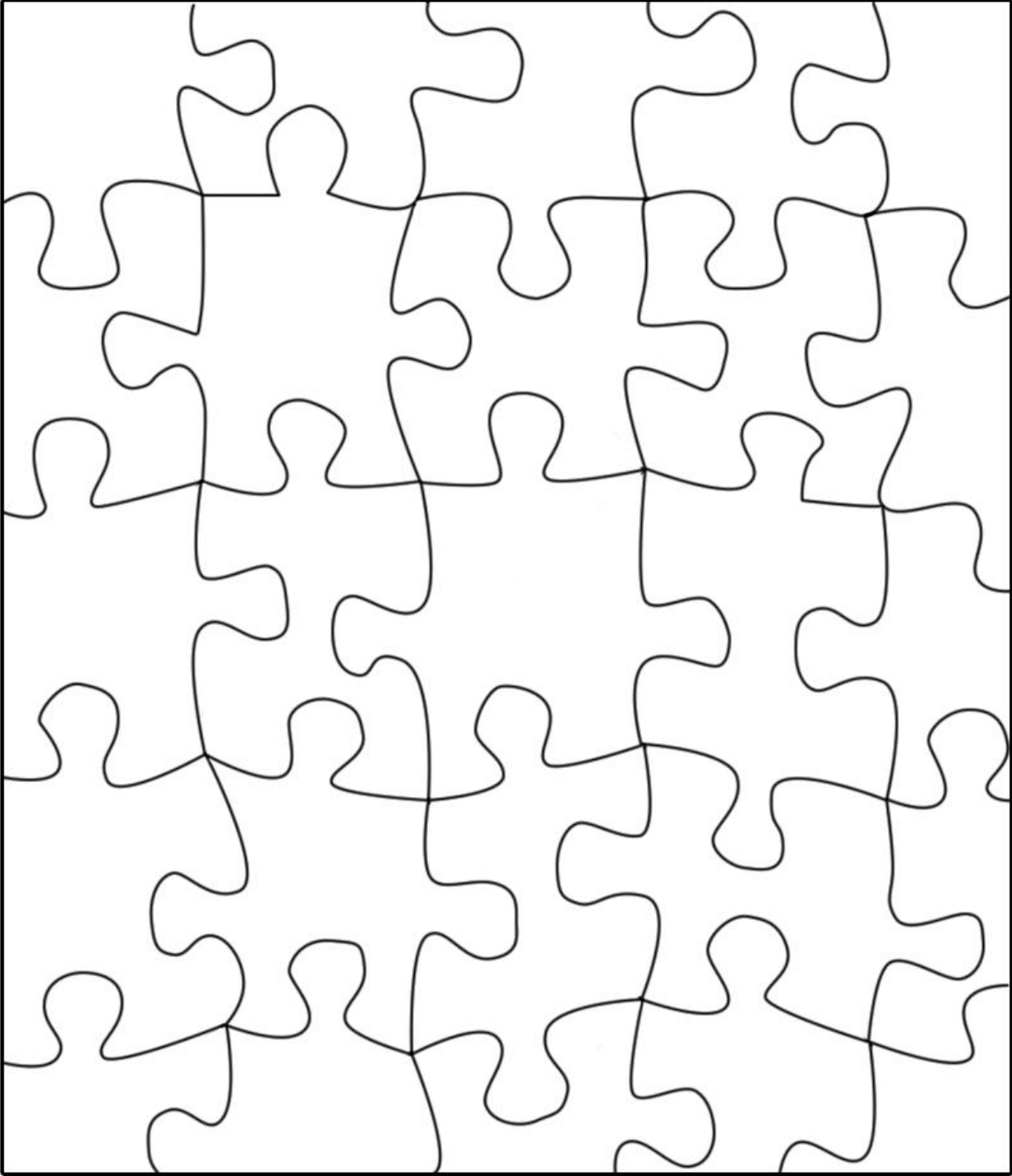
_____ to _____ **5 water balloons per patrol member**

Rebus Sample: (Create at <http://www.festisite.com/text-layout/rebus/>)



Solution: The Zombies will attack at 4:00. Zombies dissolve when hit by water balloons.

Jigsaw Puzzle Template



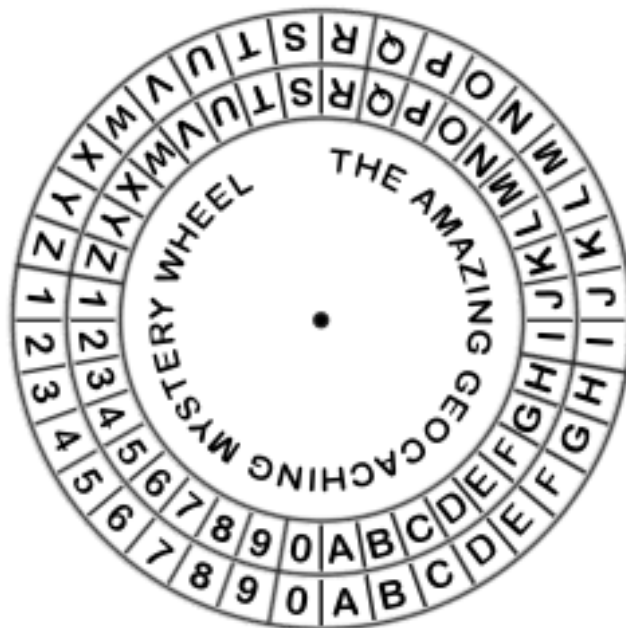
Coded Messages

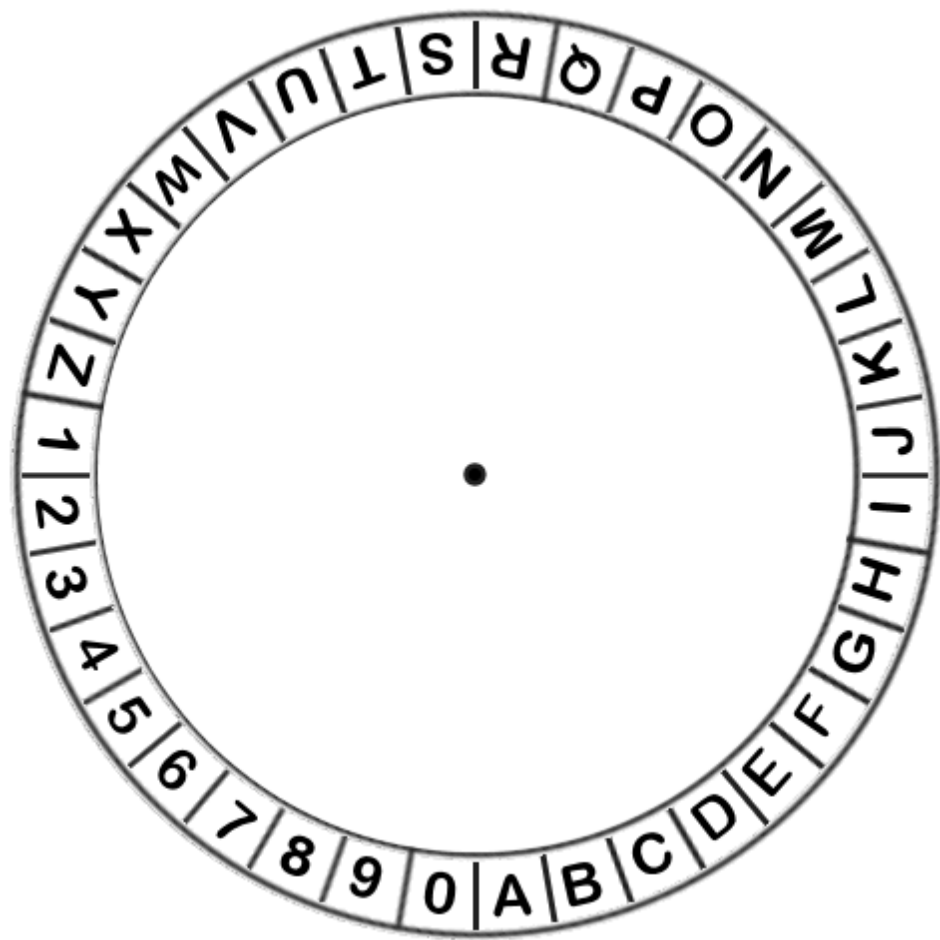
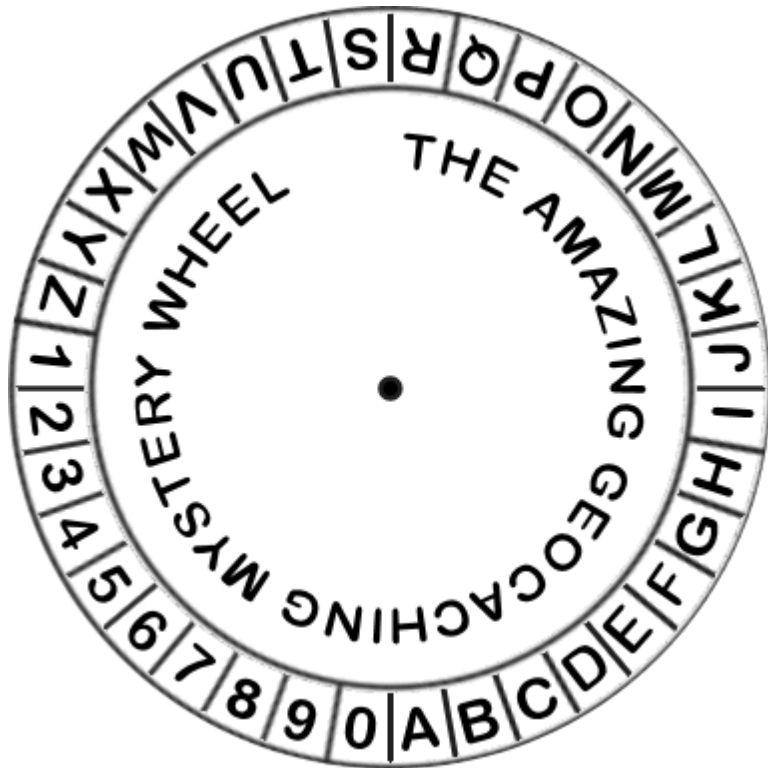
Remember Ralphie from “A Christmas Story” and his eagerly anticipated Little Orphan Annie Secret Decoder Pin? That much-valued premium was a code wheel, a tool that has been used in the spy industry for years. In its simplest form it consists of a wheel inside another wheel, both containing letters A-Z and numbers 1-0. By turning the wheels and realigning the numbers and letters you can come up with over 1000 possible code combinations. The inner wheel can provide the encoded letters and the outer the actual message. See the next page for a copy of the code wheel.

Your use of the code wheel can be as simple or as complicated as you want. For example, the code key “A4” would translate the phrase, “**You will find the cache at N 39° 22.119 W 087° 21.576**” as “**6V2 4PSS MPUK 1OL JHJOL H1 U0F? 99.88F 4GED? 98. BDC.**” All it would take for the coordinates to be decoded is a few minutes of work with the wheel.

If that’s too easy then hide the proper code key somewhere in a riddle or other puzzle. To complicate it further use the code wheel in conjunction with a multi-cache and change the code key for each step. That should keep the Scouts busy!

Print this sheet and cut out the two wheels, then pin them together as in the example below. They should be held tightly together but still turn freely. Printing them on card stock paper and laminating will make them durable enough to be used multiple times. Turn the inner wheel to adjust for encoded messages. For example, line the outer “A” up with the inner “8.” Your code key is now “A8.” Use the offset to encode your messages.





There are other possibilities for creating puzzles such as **Sudoku**.

Sudoku is a number puzzle that involves no math and a lot of logic (it's a fair trade off). It's played on a 9×9 grid in which each number from 1-9 can appear only once in each line (horizontal and vertical) and only once in each 3×3 square. The game is either simplified or complicated by the cells that are filled in for you when you start. The more numbers they give you the fewer leaps of logic you have to take to arrive at a completed puzzle.

Sudoku (actually “**Su Doku.**” Loosely translated it's Japanese for “*solitary numbers*”) naturally lends itself to puzzle caches. By assigning letters to the horizontal grid (A-I) and numbers to the vertical (1-9) you can direct cachers to individual cells within the grid (*as in the image to the right*).

So how do you put one together? You can find a pre-made Sudoku puzzle and direct people to the squares of your choice (keep in mind, if there's a zero in your coordinates you'll need to give that one to them). Of course, it's up to you to decide how easy or difficult you want your puzzle to be. Many Sudoku sites rate their puzzles as either Easy, Medium, Hard, or Insane. It all depends on how many pre-filled squares you provide for the players.

	A	B	C	D	E	F	G	H	I
1	5	3			7				
2	6			1	9	5			
3		9	8					6	
4	8				6				3
5	4			8		3			1
6	7				2				6
7		6					2	8	
8				4	1	9			5
9					8			7	9

N 40° 0 .
 (B1) (F1)(C8)(H4)

W 087° .
 (F4)(G2) (I5)(C5)(D6)

Zombie Apocalypse First Aid Scenario

Victim Injuries:

The victim is disoriented and has serious bleeding from his right forearm. The lower left leg is bent at an odd angle. The victim is also moaning, wincing, and grasping his chest with his left hand.

Scoring Checklist:

Although there are two obvious injuries, the Scouts will need to question the victim to determine the extent of other possible injuries. Upon questioning, the victim indicates that his chest hurts and feels like something is squeezing his chest. His right shoulder and left leg hurts and it is difficult to move his left leg or right arm without a lot of pain.

The victim needs first aid for:

- Serious bleeding from his right forearm.
- Shock
- Possible heart attack.
- Broken left lower leg.
- Right-side collarbone injury.

Scouts need to do the following:

- Stop serious bleeding by using direct pressure and applying a bandage.
- Simultaneously they should calm and reassure the victim that they will be taken care of.
- Treat for shock by getting him warm with a blanket and elevate right foot and head.
- When the patrol determines that there is a possible heart attack, the adult will ask the patrol to describe signs of a heart attack.
- Splint the leg; be sure the leg is straightened and immobilized.
- Fix right-side collarbone injury. Place arm in a sling and secure to the body. Be sure wrapping is tight.
- Carry the victim to the evacuation point on an improvised stretcher.

Only first aid knowledge required for BSA rank advancement (tenderfoot, second class, first class) will be used in the scenario. Scenario judges will judge the scenario throughout the day to ensure consistency in scoring. Any injuries requiring additional supplies (e.g. splint material, blankets, staves) which are not included in the Patrol daypack will be made available in a central area. Materials borrowed for a treatment must be returned before the patrol moves to the next station.

Scoring Sheet Zombie Apocalypse First Aid Scenario

Treatment		Possible Points	Actual Points
1	Put on latex gloves.	1	
2a	Use direct pressure to stop blood flow from the fore arm.	3	
2b	Dress the wound using a proper bandage to hold the dressing in place.	3	
3	Calm and reassure the victim.	1	
4	Treat for shock by getting him warm with a blanket and elevate right foot and head.	3	
5	Describe the signs of a heart attack (see Heart Attack Symptoms table for scoring)	5	
6a	Straighten the left leg with minimal movement.	3	
6b	The splint should be positioned correctly and tied snugly.	3	
6c	Tie cravats above and below the fracture site.	3	
7a	Apply a sling to the right arm with minimal movement.	3	
7b	Secure the sling snugly to the body to prevent movement.	3	
8a	Construct a stretcher using a blanket and staves.	3	
8b	Transport the victim to the evacuation point.	3	
Total Possible Points		37	

Heart Attack Symptoms (1 point for each one mentioned up to 5 points)

Symptom	Description
Chest discomfort or pain	This discomfort or pain can feel like a tight ache, pressure, fullness or squeezing in the center of your chest lasting more than a few minutes. This discomfort may come and go.
Upper body pain	Pain or discomfort may spread beyond your chest to your shoulders, arms, back, neck, teeth or jaw. You may have upper body pain with no chest discomfort.
Stomach pain	Pain may extend downward into your abdominal area and may feel like heartburn.
Shortness of breath	You may pant for breath or try to take in deep breaths. This often occurs before you develop chest discomfort or you may not experience any chest discomfort.
Anxiety	You may feel a sense of doom or feel as if you're having a panic attack for no apparent reason.
Lightheadedness	In addition to chest pressure, you may feel dizzy or feel like you might pass out.
Sweating	You may suddenly break into a sweat with cold, clammy skin.
Nausea and vomiting	You may feel sick to your stomach or vomit.

First Aid for Burns (For the Pyromania Event)

To distinguish a minor burn from a serious burn, the first step is to determine the extent of damage to body tissues. The three burn classifications of first-degree burn, second-degree burn and third-degree burn will help you determine emergency care.

1st-degree burn

The least serious burns are those in which only the outer layer of skin is burned, but not all the way through.

- The skin is usually red
- Often there is swelling
- Pain sometimes is present

Treat a first-degree burn as a minor burn unless it involves substantial portions of the hands, feet, face, groin or buttocks, or a major joint, which requires emergency medical attention.

2nd-degree burn

When the first layer of skin has been burned through and the second layer of skin (dermis) also is burned, the injury is called a second-degree burn.

- Blisters develop
- Skin takes on an intensely reddened, splotchy appearance
- There is severe pain and swelling.

If the second-degree burn is no larger than 3 inches (7.6 centimeters) in diameter, treat it as a minor burn. If the burned area is larger or if the burn is on the hands, feet, face, groin or buttocks, or over a major joint, treat it as a major burn and get medical help immediately.

For minor burns, including first-degree burns and second-degree burns limited to an area no larger than 3 inches (7.6 centimeters) in diameter, take the following action:

- **Cool the burn.** Hold the burned area under cool (not cold) running water for 10 or 15 minutes or until the pain subsides. If this is impractical, immerse the burn in cool water or cool it with cold compresses. Cooling the burn reduces swelling by conducting heat away from the skin. Don't put ice on the burn.
- **Cover the burn with a sterile gauze bandage.** Don't use fluffy cotton, or other material that may get lint in the wound. Wrap the gauze loosely to avoid putting pressure on burned skin. Bandaging keeps air off the burn, reduces pain and protects blistered skin.
- **Take an over-the-counter pain reliever.** These include aspirin, ibuprofen (Advil, Motrin, others), naproxen (Aleve) or acetaminophen (Tylenol, others). Use caution when giving aspirin to children or teenagers. Though aspirin is approved for use in children older than age 2, children and teenagers recovering from chickenpox or flu-like symptoms should never take aspirin. Talk to your doctor if you have concerns.

Minor burns usually heal without further treatment. They may heal with pigment changes, meaning the healed area may be a different color from the surrounding skin. Watch for signs of infection, such as increased pain, redness, fever, swelling or oozing. If infection develops, seek

medical help. Avoid re-injuring or tanning if the burns are less than a year old — doing so may cause more extensive pigmentation changes. Use sunscreen on the area for at least a year.

Caution

- **Don't use ice.** Putting ice directly on a burn can cause a person's body to become too cold and cause further damage to the wound.
- **Don't apply egg whites, butter or ointments to the burn.** This could cause infection.
- **Don't break blisters.** Broken blisters are more vulnerable to infection.

3rd-degree burn

The most serious burns involve all layers of the skin and cause permanent tissue damage. Fat, muscle and even bone may be affected. Areas may be charred black or appear dry and white. Difficulty inhaling and exhaling, carbon monoxide poisoning, or other toxic effects may occur if smoke inhalation accompanies the burn.

For major burns, call 911 or emergency medical help. Until an emergency unit arrives, follow these steps:

1. **Don't remove burned clothing.** However, do make sure the victim is no longer in contact with smoldering materials or exposed to smoke or heat.
2. **Don't immerse large severe burns in cold water.** Doing so could cause a drop in body temperature (hypothermia) and deterioration of blood pressure and circulation (shock).
3. **Check for signs of circulation (breathing, coughing or movement).** If there is no breathing or other sign of circulation, begin CPR.
4. **Elevate the burned body part or parts.** Raise above heart level, when possible.
5. **Cover the area of the burn.** Use a cool, moist, sterile bandage; clean, moist cloth; or moist cloth towels.

Get a tetanus shot. Burns are susceptible to tetanus. Doctors recommend you get a tetanus shot every 10 years. If your last shot was more than five years ago, your doctor may recommend a tetanus shot booster.

First Aid for Burns Quiz

Patrol: _____

Troop: _____ **Score:** _____ /25

Matching: Match the symptoms that best go with the degree of burn by listing the letters of all the symptoms that go with the indicated level of burn. Answers will only be used once. 3 points for each question. 9 points total.

- A. Blisters developing
- B. Skin is usually red
- C. Areas of the skin may be charred or black
- D. Swelling often present
- E. Pain sometimes is present
- F. Difficulty inhaling and exhaling
- G. Skin is intensely red and splotchy
- H. There is severe pain and swelling
- I. Areas of the skin may appear dry and white

- 1) First degree burn: _____
- 2) Second degree burn: _____
- 3) Third degree burn: _____

Multiple Choice: Read each question and answer choices carefully. Circle the letter of the best answer. 2 points each for each question. 16 points total.

- 1) To treat a first degree burn you should:
 - A. Apply a good quality burn cream or ointment
 - B. Clean the area thoroughly with hot soapy water
 - C. Apply a constricting band between the burn and the heart
 - D. Apply cool running water until there is little or no remaining pain
- 2) What are some common burn complications?
 - A. Infection
 - B. Dehydration
 - C. Hypothermia
 - D. All of the above
- 3) Burns are caused by:
 - A. Heat
 - B. Sunlight
 - C. Radiation
 - D. Electricity
 - E. Chemicals
 - F. All of the above

- 4) Which of the following is not OK to put on burns?
- A. Aloe
 - B. Water
 - C. Butter
 - D. All of the above are OK for burns
- 5) Your mother has dropped a pot of boiling soup from the stove and scalded her arms. The skin is bright red and large blisters are starting to form, and the edges of her sleeves are sticking to the skin. You should
- A. Remove her sleeves, and apply butter to the burns.
 - B. Run cool water on her arms, lift her arms above her heart, and take her to the emergency room.
 - C. Run a cool bath and have her submerge her body in it to cool the burn.
 - D. Run cool water on her arms and give her an over-the-counter pain reliever. Minor burns usually heal without further treatment.
- 6) A member of your patrol accidentally places his hand on a hot stove top and burns himself. What is the best thing to do?
- A. Rub butter onto the burned area
 - B. Hold the hand under cold running water for up to 20 minutes
 - C. Immerse the hand in a bucket of iced water
 - D. Cover with antiseptic cream and a cloth bandage
- 7) The first thing to do for a third degree burn is to:
- A. Get immediate medical attention
 - B. Apply wrapped ice packs or cool water
 - C. Remove burned clothing
 - D. Immerse the burned area in cold water to prevent further burning
- 8) If burns blister, you should
- A. Apply butter or petroleum jelly
 - B. Leave the blisters alone unless they break
 - C. Break the blisters and apply butter or petroleum jelly
 - D. Apply ice to the burn to help reduce swelling

Bonus: If a chemical burns the skin, the best place to find first aid instructions is

- A. Google
- B. The storage instructions on the bottle
- C. The Manufacturer's Safety Data Sheet (MSDS) that comes with the chemical
- D. The Poison Control Help Line

First Aid for Burns Quiz Answer Key:

Matching:

1. B, D, E
2. A, G, H
3. C, F, I

Multiple Choice:

1. D
2. D
3. F
4. C
5. B
6. B
7. A
8. B

Bonus: C

Finding the Cure	Too Easy	Just Right	Impossible
Monster Mash	Too Easy	Just Right	Impossible
Defend the Camp	Too Easy	Just Right	Impossible
Be Prepared or Prepare to be Prepared	Too Easy	Just Right	Impossible
Escape through the Barbed Wire	Too Easy	Just Right	Impossible
Signal for Rescue	Too Easy	Just Right	Impossible
Move the Zombie Head	Too Easy	Just Right	Impossible
Improve Your Fortifications	Too Easy	Just Right	Impossible
Undead Head Tournament	Cool Idea	OK	Forget It
Zombie Theater	Cool Idea	OK	Forget It
Zombie Spirit/Costume Contest	Cool Idea	OK	Forget It
Zombie Cook-off	Cool Idea	OK	Forget It

Please comment on any activities that you particularly liked or disliked.

8. Campfire (overall) 1 2 3 4 5

Scout Vespers program 1 2 3 4 5

Awards Presentations 1 2 3 4 5

9. Bandanas (Circle one) Cool Idea They were OK Stick with Patches

10. Would you like to see this theme again sometime in the future? 1 2 3 4 5

11. Would you like to help plan the next Camporee?

____ Yes, count me in.

____ Don't know, contact me when it's time.

____ Time is money, but I might be able to help out in a limited capacity.

Name: _____ Phone: _____

E-mail: _____ Unit: _____

12. Suggestions: (What else did we do wrong or get right? How can we improve for next time?)