

Zombie Apocalypse Event Scoring Guidelines

Infected Leader Event Scoring: 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 to the Pyromania event at the “New HQ”.

Correctly tying the clove hitch 20 pts

Time for completion

0-1 minutes	30 pts
1-2 minute	25 pts
2-3 minutes	20 pts
3-4 minutes	15 pts
4-5 minutes	10 pts
5-6 minutes	5 pts
Over 6 minutes	0 pts

Total points possible: 50 pts

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. Up to 25 bonus points can be earned by correctly answering questions on a First Aid for Burns quiz. From here they will be released to their station 3 at 9:00 AM (GPS coordinates on passport).

Successfully starting a fire 10 pts

Time to burn through the string:

0-1 minute	30 pts
1-1.5 minutes	25 pts
1.5-2 minutes	20 pts
2-2.5 minutes	15 pts
2.5-3 minutes	10 pts
3-3.5 minutes	5 pts
Over 3.5 minutes	0 pts

Total points possible: 65 pts

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.

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Time to find all three geocaches:

0-3 minute	30 pts
3-4 minutes	25 pts
4-5 minutes	20 pts
5-6 minutes	15 pts
6-7 minutes	10 pts
7-8 minutes	5 pts
Over 8 minutes	0 pts

Total points possible: 60 points

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.

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 (See chart below).
- 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.

Heart Attack Symptoms (2 point for each one mentioned up to 10 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 Scenario Score Sheet

Patrol: _____

Troop: _____ Score: _____ /75

Treatment		Possible Points	Actual Points
1	Put on latex gloves.	3	
2a	Use direct pressure to stop blood flow from the fore arm.	6	
2b	Dress the wound using a proper bandage to hold the dressing in place.	6	
3	Calm and reassure the victim.	2	
4	Treat for shock by getting him warm with a blanket and elevate right foot and head.	6	
5	Describe the signs of a heart attack (see Heart Attack Symptoms table for scoring)	10	
6a	Straighten the left leg with minimal movement.	6	
6b	The splint should be positioned correctly and tied snugly.	6	
6c	Tie cravats above and below the fracture site.	6	
7a	Apply a sling to the right arm with minimal movement.	6	
7b	Secure the sling snugly to the body to prevent movement.	6	
8a	Construct a stretcher using a blanket and staves.	6	
8b	Transport the victim to the evacuation point.	6	
Total Possible Points		75	

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.

Total points possible: 60 pts

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 (*5 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 5 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.

Total points possible: 65 pts

Escape through the Barbed Wire Event: 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.

- 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

The point system.

- 2 point is earned for going underneath the barrier.
- 4 points are earned when passing through a lower hole.
- 8 points are earned when passing through a middle hole.
- 12 points are earned when passing through an upper hole.

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.

Total points earned are then divided by the number of patrol members participating to obtain an average score. The average score is multiplied by 10 to obtain the final score.

Total points possible: approximately 60 pts

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 (30 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 (15 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 (15 points).

Total points possible: 60 pts

Move the Zombie Head Event: 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. The event judge may award additional points for teamwork, creative solutions, etc. up to a maximum of 60 points

Time to successfully place the Zombie head in the containment box:

0-5 minute	60 pts
5-8 minutes	50 pts
8-11 minutes	40 pts
11-14 minutes	30 pts
14-17 minutes	20 pts
17-20 minutes	10 pts
Over 20 minutes	0 pts

Total points possible: 60 points

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. Square and diagonal lashings will be used to create an x-shaped barrier between the upper and lower staves. Four points will be awarded for each lashing tied correctly. All patrol members must tie at least one lashing. Failure to do so will result in a 4 point deduction for each member not tying a lashing.

To successfully complete this event will require:

- 4 round lashings
- 8 square lashings
- 1 diagonal lashing

Bonus points may be earned for speed in tying all lashings:

Under 15 minutes	8 pts
15-16 minutes	7 pts
16-17 minutes	6 pts
17-18 minutes	5 pts
18-19 minutes	4 pts
19-20 minutes	3 pts
20-21 minutes	2 pts
21-22 minutes	1 pt
Over 22 minutes	0 pts

Total points possible: 60 points

Total Point Summary

Infected Leader	50 points
Pyromania	65 points
Finding the Cure	60 points
Monster Mash	75 points
Defend the Camp	60 points
Be Prepared	65 points
Escape Through the Barbed Wire	60 points
Signal for Rescue	60 points
Move the Zombie Head	60 points
Improve Your Fortifications	<u>60 points</u>
Total Points Possible	615 points

Anti-Zombie Gear Points Breakdown:

0 to 424 points:	1 water balloon per patrol member
425 to 474 points:	2 water balloons per patrol member
475 to 524 points:	3 water balloons per patrol member
525 to 574 points:	4 water balloons per patrol member
575 to 615 points:	5 water balloons per patrol member