



How to Organize and Execute a Themed Camporee

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Purpose of the Camporee

- **Camporees are a chance to join in one of the oldest traditions in Boy Scout history – Coming together as a District for Scouting competition.**
- **District gatherings provide an opportunity to match skills against others within our district.**
- **Camporees promote fun, friendship, and fellowship.**





Camporee Timeline

- **At least 1 year before:**
 - Choose date
 - Choose location (reserve facilities for date)
 - Choose theme/title
- **10 months before:**
 - Select Camporee chair
 - Camporee chair selects 2 or 3 other principal positions
 - 1st meeting of camporee planning team
 - Brainstorm ideas and other folks to recruit.





Camporee Timeline

- **9 months before:**
 - 2nd meeting of camporee planning team
 - Rough draft of camporee program
 - Begin working on camporee design

- **7 months before:**
 - 3rd meeting of camporee planning team
 - Design complete (so it can be used on flyers, etc.)
 - 1st draft of Leaders and Senior Patrol Leaders Guide
 - Guide includes Camporee Schedule, Events, Awards, Registration Sheet
 - 1st draft of Scoring Guidelines
 - Decide on cost and registration deadlines.





Camporee Timeline

- **6 months before:**
 - **Most Key positions filled**
 - **Begin publicity! Send out flyers to units, post item on website**
 - **Make sure cost and deadlines are obvious.**

- **4 months before:**
 - **All Key positions filled**
 - **4th meeting of camporee planning team**
 - **Final draft of Leaders and Senior Patrol Leaders Guide**
 - **Final draft of scoring guidelines**
 - **Program chair starts recruiting volunteers to help with activities**
 - **Order patches or promotional items**





Camporee Timeline

- **3 months before:**
 - **Leaders Guide and Senior Patrol Leaders Guide distributed to troops**
- **2 months before:**
 - **Visit location, scout out spots for activities**
 - **5th meeting of camporee planning team**
- **1 month before:**
 - **6th meeting of camporee planning team**
 - **Go over weekend program, item by item**





Why Have a Themed Camporee?

- **A Themed Camporee:**
 - Unifies the events that participants will engage in.
 - Puts excitement into camporees.
 - Gets the creativity going.
 - Makes things different.
- Using different themes each year helps keep camporees fresh.
- They can generate enthusiasm among the Scouts, particularly when themes are chosen that reflect the current interests of the participating Scouts.
- How do you know what their interests are? Ask them.
- The themes provided on the next page could make a great starting point for discussing what type of camporee the boys would like to have and the events they should include.
- If you want to increase camporee participation by the Scouts give them a vested interest in the program.
- Get the senior patrol leaders and patrol leaders involved in the planning process.





Potential Camporee Themes

- Amazing Race Camporee
- Are You Tougher Than a Boy Scout Camporee
- Automotive Camporee
- Backpacking Camporee
- Chills and Thrills Winter Camporee
- Cooking/Iron Chef Camporee
- CSI – Crime Scout Investigator Camporee
- Duck Dynasty Camporee
- Engineering Camporee
- Geocaching Camporee
- Gladiator’s Challenge Camporee
- Highlander Games Camporee
- Hunger Games Camporee
- Iron Chef Camporee
- Leave No Trace Camporee
- Medieval Camporee
- Mission Impossible Camporee
- Monster Garage Camporee
- Monster Mash Camporee
- National Treasure Camporee
- Orienteering Camporee
- Pioneering Camporee
- Punkin Chunkin Camporee
- Scout Olympics Camporee
- Scouts of the Apocalypse Camporee
- Search and Rescue Camporee
- Spook-O-Ree Camporee
- Spy vs. Spy Camporee
- Star Wars Camporee
- Surviving the Ice Age Camporee
- Surviving World War II Camporee
- Survivor Camporee
- Teamwork Camporee
- Top Shot Camporee
- Viking Invasion Camporee
- Water Camporee
- When Pigs Fly Camporee
- Wilderness Survival Camporee
- Wild, Wild West Camporee
- Winter Games Camporee
- X-Games Camporee
- Zombie Camporee





Camporee Theme Voting

Troop Number: _____

Please have the boys of your troop choose their 10 favorite camporee themes for future fall and spring camporees. Rank them from 1 to 10 with 1 being their first choice. They may include their own ideas in the provided spaces below in their rankings.

- ___ CSI - Crime Scout Investigator Camporee - Scouts will gather and analyze evidence to solve a mystery
- ___ Duck Dynasty Camporee - The events will reflect the Duck Dynasty TV show
- ___ Geocaching Camporee - Will fulfill most of the requirements for the Geocaching Merit Badge
- ___ Gladiator's Challenge Camporee - Gladiator competitions that test physical fitness, sportsmanship, team work, and creativity
- ___ Highlander Games Camporee – Competing in traditional Scottish Highlander games.
- ___ Hunger Games Camporee - Based on the movie "Hunger Games"
- ___ Monster Garage Camporee - Involves the design, construction, and racing of downhill and push cars.
- ___ Monster Mash Camporee – Halloween themed camporee
- ___ Punkin Chunkin Camporee - The Camporee will involve hurling a pumpkin as far as you can.
- ___ Scout Olympics Camporee - Events are a mixture of scout-skills and contests related to Olympic events
- ___ Spy vs. Spy Camporee – Carrying out secret missions, James Bond Style.
- ___ Surviving World War II Camporee - Events are dedicated to the training and service of World War II veterans.
- ___ When Pigs Fly Camporee - Scouts will put Scout skills to use while having a fun-filled, pig-themed day.
- ___ Zombie Camporee – Events allow scouts to navigate the post apocalyptic zombie world.





Camporee Theme Rankings

Troop Number											Points Total
CSI – Crime Scout Investigator											
Duck Dynasty											
Geocaching											
Gladiator’s Challenge											
Hunger Games											
Duck Dynasty											
Monster Garage											
Punkin Chunkin											
Spy v. Spy											
Surviving WWII											
When Pigs Fly											
Zombie											





Additional Goals

- Develop 6 years worth of camporees before possibly repeating.
 - After 6 years, a scout that attended their first camporee at age 11 will be aged out of scouts.
- At the conclusion of one camporee, provide the troops with the next camporee's list of events.
 - This is an excellent opportunity to help troops struggling with regular meeting programming by letting them use regular meetings to work on scout skills for the next camporee.





Wood District Zombie Invasion





Zombie Camporee Events

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





Zombie Camporee Events

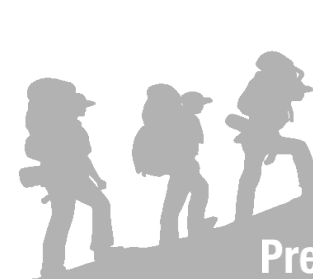
3. Finding the Cure: The Zombies have hidden parts of the cure throughout the area. They were hidden sometime in the darkness. Use your brains (while you still have them) and a GPS to decode and locate these critical components. Be careful, Zombies are everywhere. When looking for the cure, look high and low. Are you sure you should look behind that tree?
4. 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.





Zombie Camporee Events

5. **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.
6. **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.





Zombie Camporee Events

7. **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?
8. **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?





Zombie Camporee Events

9. 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.
10. 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!
11. 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.





Zombie Event Scoring Guidelines

Infected Leader Event Scoring:

- Coordinates: N 40° 57.606' W 089° 39.451'
- Location: Gardner Pavilion
- 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 points
- Time for completion bonus points:

0-2 minutes	30 pts
2-3 minute	25 pts
3-4 minutes	20 pts
4-5 minutes	15 pts
5-6 minutes	10 pts
6-7 minutes	5 pts
Over 7 minutes	0 pts
Total points possible:	50 points





Zombie Event Scoring Guidelines

Pyromania Event Scoring:

- Coordinates: N 40° 57.577' W 089° 39.352'
- Location: Boyd Shelter
- 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. Time starts when the Scouts attempt to ignite their tinder. 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 points
- Time to burn through the string bonus points:

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 points	

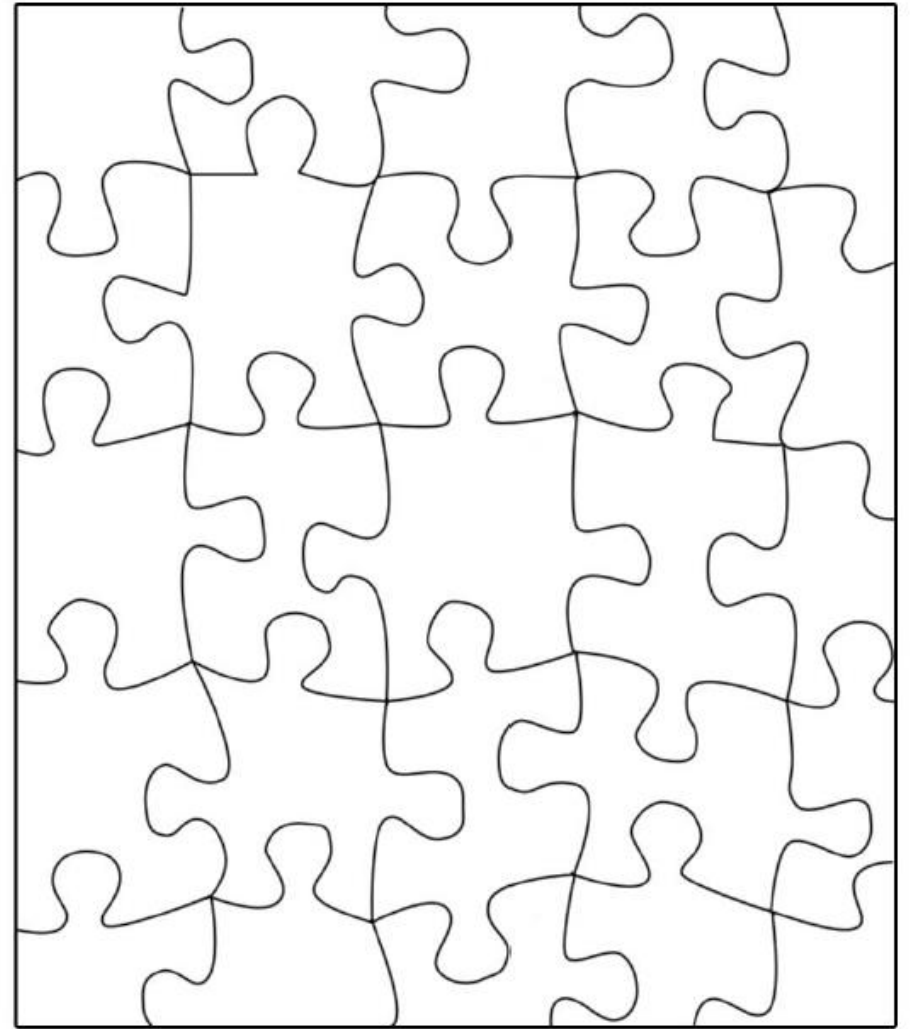
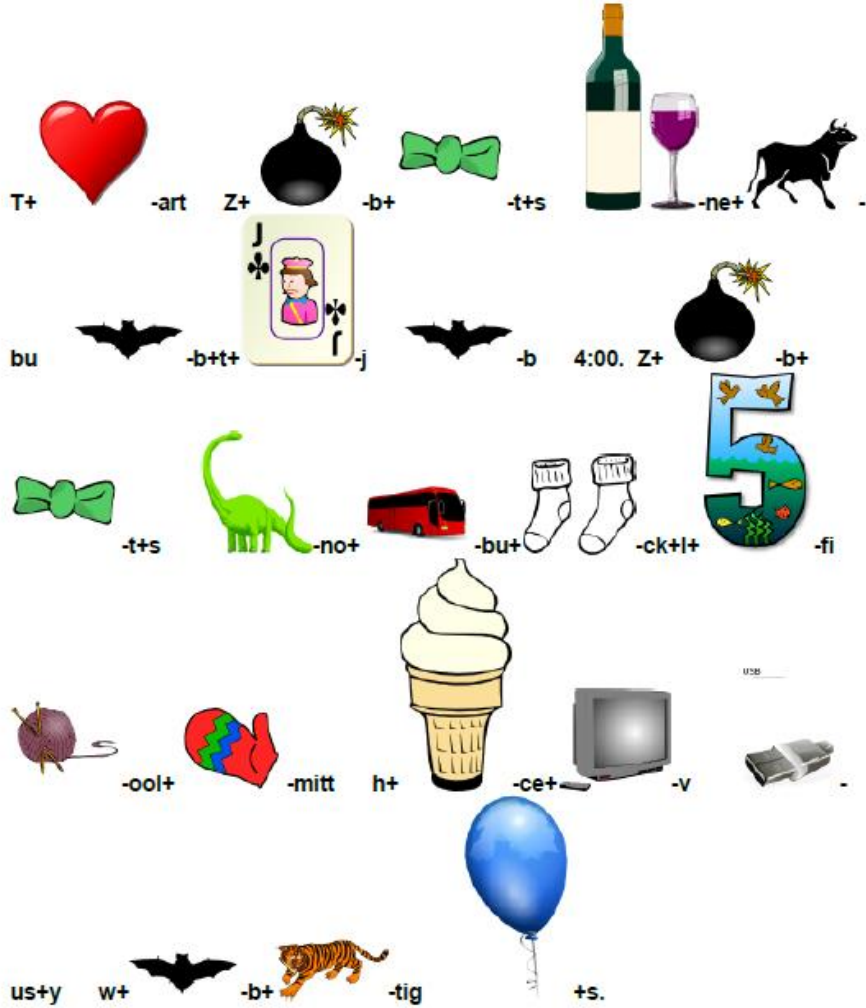




Final Event

- When a patrol completed each event, they received part of a jigsaw puzzle.
- At the end of the day, they could put their jigsaw puzzle together.
- The jigsaw puzzle was a Rebus puzzle that needed to be solved for the time and location of the final event.
- The final event was eliminating the Zombies with water balloons.
- The number of balloons they received depended upon how well they did during the day.
- The Zombies also had some water balloons.







Additional Camporee Events

- **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.
- **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!
- **Zombie Spirit/Costume Contest:** 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.





Event Champion Plaque Design

**ZOMBIE APOCALYPSE
SURVIVAL TEAM CHAMPIONS**



WOOD DISTRICT CAMPOREE





Participation Award

All participants received a safety bandana rather than a patch.



TREAT INJURIES USING THE ABC'S
Open Airway Check Breathing Check Circulation
Stop bleeding & Start CPR if necessary

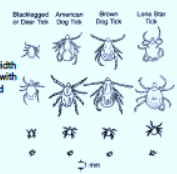
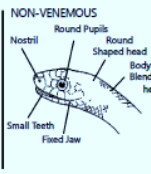
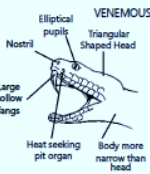
ARE YOU GETTING ENOUGH WATER?
• Drink water even when you don't feel thirsty; by the time you feel thirsty your body has lost between 2 and 5 cups of water!
• A handy way to check if you are drinking enough water; pinch the back of your hand while resting it on a flat surface. When you release the pinch, the skin should snap back into place. If it is slow in doing this, you are probably dehydrated.
• Another simple way to check that you are drinking enough fluid is to check the color of your urine. The more transparent it is, the more hydrated you are.

Leave No Trace
Plan Ahead, Travel on Durable Ground, Dispose of Waste Properly, Leave What You Find, Minimize Fires, Respect Wildlife, Be Considerate of Others

FIRST AID FOR STINGING INSECTS
If a stinger is left behind, carefully remove by gently scraping skin with knife blade, card edge or finger nail. Do Not squeeze with tweezers. Wash area with soap and water. Do not break blisters. If localized swelling or itching develops at the sting site which is not relieved or prevented typical measures, an over-the-counter antihistamine such as Benadryl may be taken as directed on the package. If the victim has a history of severe allergic reactions to insect stings, or shows signs of a severe allergic reaction:
• Evacuate to a treatment facility as quickly as possible.
• If the victim responds and has an epinephrine pen, help the victim get it so that they can use it.

SHADOW TIP METHOD

1. Place a stick upright in the ground so that you can see its shadow and mark the shadow's tip.
2. Wait 10-15 minutes. The shadow tip will move mostly from west to east in a curved line.
3. Mark the new position of the tip and draw a line through the two marks.
4. Stand with the first mark to your left and the second mark to your right. You are now facing north.



TICK BITES
• Grab the tick by its mouth or head as close to the skin as possible with tweezers or a tick-removing device. Try to avoid pinching the tick.
• Lift the tick straight out without twisting or squeezing its body. Lift the tick until the victim's skin tents and continue to pull gently until the tick lets go.
• Clean the bite area with an alcohol pad, and alcohol-based hand cleaner; or soap and water if available.
• See a health care provider if you are in an area where tick-borne diseases (such as Lyme disease) occur or if signs of infection occur. If possible, place the tick in a plastic bag and give it to the health-care provider.
CAUTION—WHEN TRYING TO REMOVE A TICK:
DO NOT use petroleum jelly. DO NOT touch the tick with your bare hands. DO NOT use fingernail polish. DO NOT use rubbing alcohol. DO NOT use a hot match. DO NOT use gasoline. DO NOT twist or jerk the tick.

FROSTBITE
SIGNS AND SYMPTOMS OF FROSTBITE:
• White skin • Very cold skin • Hard skin • Loss of feeling in area.
TREATMENT:
• Cover possible frostbitten part with warm hand or woolen material.
• Have victim hold hand in armpit, if fingers or hand involved.
• Take victim indoors to warm sheltered spot as quickly as possible.
• Remove wet clothing and replace with dry if possible.
• Rapidly re-warm frostbitten part in warm water (water in which you may comfortably place your own hand). The temperature of the water should be between 100°F and 105°F if thermometer is available. Dry heat is acceptable if the frostbitten part is not too close to the heat source. Wrap frostbitten part in blankets if warm water is not available.
• Encourage victim to exercise fingers and toes, when part is warmed.
• Give a warm, nonalcoholic drink if possible.
• Do not rub with ice or snow.
• DO NOT USE HOT WATER, HOT WATER BOTTLES OR HEAT LAMPS.
• Elevate the extremity above heart level to reduce swelling. Transport to a medical treatment facility as quickly as possible for further care.
• DO NOT BREAK BLISTERS.
• DO NOT APPLY OINTMENTS.
• DO NOT APPLY PRESSURE DRESSINGS.

SPRAINS AND STRAINS
• Treat sprains and strains as fractures if there is any doubt.
• Place the injured person at rest.
• Elevate the injured body part if doing so does not cause the victim more pain.
• Apply cold compresses or ice packs until medical help is available. Do not apply ice or cold packs directly to the skin. Place a towel or cloth between the cold source and the skin.
• Do not apply heat to the injured part for at least 24 hours.

SYMPTOMS OF HYPOTHERMIA
As your body temperature drops, signs and symptoms of moderate to severe hypothermia include:
• Shivering, although as hypothermia worsens, shivering stops.
• Clumsiness or lack of coordination.
• Slurred speech or mumbling.
• Confusion and poor decision-making, such as trying to remove warm clothes.
• Drowsiness or very low energy.

HOW TO SIGNAL FOR A WILDERNESS RESCUE
PLAN YOUR SIGNAL LOCATION
To build a signal to mark your location choose a wide, open area and the highest area in your surroundings.
SIGNAL IN THREES
Once you have found the best location for a visual signal, repeat the signal three times in the shape of a triangle. Communicating a signal three times in the shape of a triangle is an internationally understood distress signal. Build three fires in the shape of a triangle, or build with stones three gigantic triangles, or build three rock and debris piles in the shape of a triangle to signal your presence.
SIGNAL FIRES AND SMOKE
A fire is best at night, as the bright flame will attract search parties. The smoke from fires can attract rescuers during the day. Build a signal fire as you would build a campfire, with fire rings to enclose any fire you start in a wilderness area to prevent endangering yourself or starting a fire that burns out of control. Create three smoke fires during the day by first building a strong fire; add live vegetation, green moss, grasses, or even water to the fire to create smoke.
SIGNAL TO AIRCRAFT
On a sunny day, you can further attract attention with objects that reflect the sun's light, such as a rescue mirror. Once you have attracted the attention of rescue aircraft, stand upright with your arms overhead in the shape of a Y to indicate—yes—you need to be rescued. If you are unable to stand up, signal with your arms overhead in a Y position while you lie on the ground.

KEY TO SURVIVAL — S.T.O.P.
STOP (SIT) STAY! Let the panic pass.
THINK! Make an inventory of all available resources you have on your person. Scout a safe camping site, water supply, food, fuel, clothing. Check yourself and others for injuries.
OBSERVE! Your surroundings, the weather, time of day, and identify north.
PLAN! Your actions based on these threats: wind, weather, water, warmth. Make a shelter. Anything that protects you from the elements counts. Secure shelter first so you're prepared to take cover if condition deteriorate. Small spaces are better to conserve body warmth.

HEAT PROBLEMS
• HEAT CRAMPS • HEAT EXHAUSTION • HEAT STROKE
There can be gradual progression from one to another.
Heat problems may be caused by:
• A salt or water intake that is inadequate to make up for that which is lost by sweating and/or;
• From loss of the body's ability to regulate temperature properly due to medications, dehydration, and over-exertion in extremely hot and/or humid weather.
TO PREVENT HEAT RELATED PROBLEMS:
• During warm or hot weather, water should be drunk regularly, every 30 or 30 minutes.
• With strenuous exercise at least 1 quart of water should be consumed each hour.
• During mealtime, generous salting of food may be helpful. However, persons with high blood pressure should check with their doctors before adding additional salt to food.
TREATMENT:
• Complete rest in a cool place.
• Drink large volumes of water with generous salting of food
• Remove victim to cool shady area.
• Loosen or remove clothing and boots.
• If heat stroke is suspected cool the victim by fanning and, if necessary, applying wet, cool compresses to the skin and take measures to prevent shock get medical attention as quickly as possible.

WHAT TO DO FOR HYPOTHERMIA
• CALL 9-1-1 or the local emergency number.
• Gently move the person to a warm place.
• Monitor breathing and circulation and give rescue breathing and CPR if needed.
• Remove any wet clothing and dry the person.
• Remove the person slowly by wrapping in blankets or by putting dry clothing on the person. Hot water bottles and chemical heat packs may be used when first wrapped in a towel or blanket before applying. Do not warm the person too quickly, such as by immersing him or her in warm water. Rapid warming may cause dangerous heart arrhythmias. Warm the core first (trunk, abdomen), not the extremities (hands, feet) to prevent shock.

ORIENT YOURSELF DAY OR NIGHT
WATCH METHOD FOR NORTHERN HEMISPHERE
Use your watch if you don't have a compass
1. Point the hour hand at the sun.
2. Halfway between the hour hand and 12 will point south.

Without day-light saving With day-light saving
Find the BIG DIPPER and draw a line from the end of the bucket and it will point to the NORTH STAR.





Zombie Invasion Evaluation Form

Paperwork is the most exciting part of the camporee! Well, no...actually that's totally not true. But for the folks running the camporee, reading all the positive comments from Scouts and Scouters is plenty exciting; and heartwarming too. And for those attendees who might be less than satisfied, a nice evaluation form is the perfect opportunity for them to express their dissatisfaction with constructive criticism so camporees can be improved in the future. Besides, how else will we know who to recruit to help enhance things next time!

Rate the following on a scale of 1-5 with 5 being the best. Please include comments.

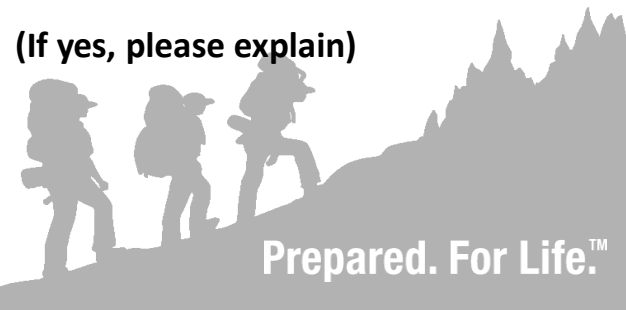
Location (Camp and Facilities) 1 2 3 4 5 Suggestions for other locations:

Information Package (overall) 1 2 3 4 5

Did it help prepare you for this weekend? 1 2 3 4 5

Did you receive it in time? 1 2 3 4 5 (1 Way too late, 5 Right when I needed it.)

Was any information missing that should have been included? Yes No (If yes, please explain)





Zombie Invasion Evaluation Form

Staff (Overall) 1 2 3 4 5

Ease of Registration 1 2 3 4 5

Was Staff Responsive? 1 2 3 4 5

Event/Station Locations (overall) 1 2 3 4 5

Logical, not too difficult to find with map and GPS coordinates 1 2 3 4 5

Were needed supplies available at the event? 1 2 3 4 5

Survival Lunch

Quality of food 1 2 3 4 5

Were the quantities served sufficient?

Would you like to continue with a common lunch for everyone or would you prefer for each troop to cook their own? If you would like to do this in the future, what are your ideas for a menu?





Zombie Invasion Evaluation Form

Activities (overall) 1 2 3 4 5

Fit with theme 1 2 3 4 5

Personnel adequately trained and prepared to run the activities 1 2 3 4 5

Were the activities interesting? 1 2 3 4 5

Difficulty level of Activities (Circle one)

Infected Leader	Too Easy	Just Right	Impossible
Pyromania	Too Easy	Just Right	Impossible
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





Zombie Invasion Evaluation Form

Other Activities

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.

Campfire (overall) 1 2 3 4 5

Scout Vespers program 1 2 3 4 5

Awards Presentations 1 2 3 4 5





Zombie Invasion Evaluation Form

Bandanas (Circle one) Cool Idea They were OK Stick with Patches Other Ideas:

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

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

Would you like to help plan a future Camporee?

_____ Yes, count me in.

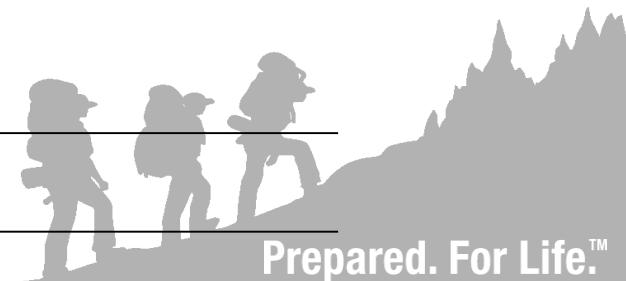
_____ Don't know, contact me when it's time.

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

If you are able to help, please fill out the information below:

Name: _____ Phone: _____

E-mail: _____ Unit: _____



Prepared. For Life.™



Complete Camporee Themes

Wood District Scout Commander Camporee Leaders Guide





Complete Camporee Themes

**WOOD DISTRICT
PUNKIN CHUNKIN**



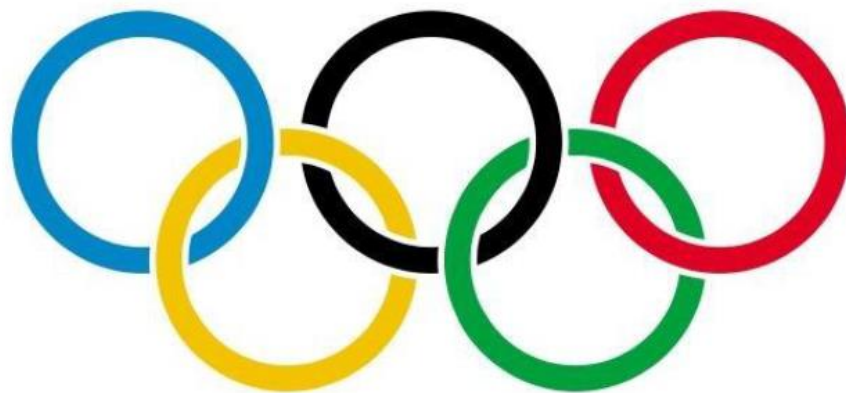
CAMPOREE





Complete Camporee Themes

Wood District Scout Olympics Camporee





Complete Camporee Themes

Wood District Surviving World War II



Camporee





Camporee information can be found at

<http://bsa344.com/Camporees.html>

The screenshot shows a web browser window displaying the BSA344 Camporees website. The browser's address bar shows the URL bsa344.com/Camporees.html. The website has a green and white color scheme. At the top, there are two logos for Erie Shores Council, with council numbers 344 and 9344. The main heading is 'Camporees' in a large, bold, green font. On the left side, there is a vertical navigation menu with buttons for: Home, Leader Resources, Leadership Positions, Meeting Activities, Boy Scout Trail, BSA Online Learning, BSA Trained, Erie Shores Resources, MacScouter, Networks, The Inquiry Net, US Scout Service Project, Wood District, and Woods of Wisdom. Below the menu, it says 'You are visitor number 08716 Since March 17, 2013'. The main content area is divided into sections: 'What is a Camporee?' which defines the event and lists benefits like unifying participants and celebrating; 'Camporee Nuts and Bolts' which lists resources like evaluation forms and guides; and 'Camporee Themes' which lists various theme ideas like 'Amazing Race Camporee' and 'Automotive Camporee'. On the right side, there is a circular emblem with the text 'ON MY HONOR' and 'TIMELESS VALUES'. The Windows taskbar at the bottom shows the time as 12:31 AM on 1/20/2022, with a weather forecast of 22°F Cloudy.



Questions?

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