



Cherokee District  
2017 Fall Zomboree  
Sept. 29-Oct. 1  
Camp Beany Elam  
Boxwell Reservation

## Friday Night

5 p.m. Units arrive at camp.

1. All water guns should be placed in a container in the parking lot with the Troop's number written on the container.
2. Troop gear should be carried to the campsite from the parking lot.
3. Campsites will be assigned beforehand based on the number of scouts attending from each troop.

8 p.m. Opening campfire (troops will receive instruction #1)

10:30 p.m. Lights Out

## Saturday

6 a.m. Breakfast

8 a.m. Flag Ceremony

8:15 a.m. Mission begins at the pavilion

1. Units may choose for themselves when to break for lunch.
2. Troops will be staggered at the start of the first mission.

5 p.m. Troops may begin submitting their theories at the pavilion

8 p.m. Closing Campfire

10:30 p.m. Lights out

## Sunday

6 a.m. Breakfast

8 a.m. Scout Service

9 a.m. Troops check out at the pavilion before departing.

## Storyline

Mysteriously, scoutmasters at Boxwell have turned into zombies, hungry to feast on the brains of scouts. The scouts will receive a series of missions which will take them across the reservation, as they earn clues regarding the spread of this strange virus. Ultimately, scouts will have to present their theory on what has happened to the infected scoutmasters. Along their missions, scouts will encounter hungry zombies who will attempt to eat their brains (or grab their life flags). Scouts may use water guns to defend themselves from the zombies and try to stay alive.



# Rules of Engagement



1. Conduct yourselves and your missions in a safe manner. Anyone may call “Out of Role” for a safety time-out.
2. All members of a patrol will work as one unit.
3. Your health flags must be visible from a distance at all times outside of your WWS (Wire Warning System).
4. Only one question per mission/objective may be asked of the Security Police Commanding personnel. Patrols should resolve issues among themselves.
5. Always choose to evade zombies..
6. All participants will be identified by flags or costumes.
7. If evasion is not an option, only water guns may be used to confront, disable, disorient and escape from zombies.
8. Ammunition for water guns must be clean drinking water.
9. The competition and your actions will be judged and timed.
10. Only one troop will reign supreme as the best and will be notified at the closing campfire.
11. Security Police personnel are the final authority during a mission and their decisions are final.
12. All injuries will be reported to the Security Police Personnel when they occur.
13. At least one First Aid Kit must be carried on all missions/objectives.
14. Using one of the principles of **Leave No Trace**, all travel must be done on marked trails or roadways.
15. Security Police Personnel may issue a “Side Mission” at any time and must be completed before continuing with the original mission.
16. No missions may be started after “Lights Out” is called.
17. Communication between groups is allowed.
18. A group may return to base camp at any time and as often as they desire during the day, but the time clock will be running if you have begun a mission.
19. Extra clues, or missed clues, can be earned from the CDC Lead Scientist (or designee) after 5:00 p.m.
20. Do not shoot zombies in the eyes.

# Rules for Zombies



1. Any leader wishing to be a zombie must let the zomboree staff know before the opening campfire.
2. Zombies should dress up in costumes, masks, makeup, etc.
3. Zombies walk, they don't run.
4. Zombies will be assigned an area to haunt and should not roam across camp.
5. Upon taking a flag, zombies should give it to the troop's security personnel.
6. Seizing a flag is the only contact a zombie may have with a scout.

## Rules for Security Personnel



1. Each troop must have one leader assigned the responsibility of security personnel.
2. Security personnel will time the troop's completion of the missions and judge how well they performed.
3. Security personnel may not assist in the missions, beyond the troop's one question.
4. At the start of the first mission, security personnel will receive a booklet with all of the clues for the Zomboree. The security personnel may only give their troop the next clue once they have completed the corresponding mission.
5. Security personnel may only return health flags to scouts, after they have visited the CDC.

## Items to Bring

1. Rope
2. Glow stick (one per troop)
3. First aid kit.
4. Container to store water guns (one per troop)
5. Compass
6. Water guns (at least one per scout)
7. Noisemakers for the wire warning system.

## Rank Requirements

Scouts who attend the entire Zomboree (Friday night through Sunday morning) and complete all missions will have covered the following requirements for:

Arrow of Light:

4, 5

Scout:

2, 4, 5, 6,

Tenderfoot:

1, 2, 3, 4b, 5, 9, 11,

Second Class:

1a, 1b, 2, 3b, 3e, 3f, 3g, 4, 5, 9b,

First Class:

2, 7a, 7b, 8b, 8c, 8d, 11,

Star:

4

Life:

6