EXTREME BOY SCOUT ORIENTEERING

CSD ZOMBIE

N W E S

TACTICAL OPERATIONS GUIDE 2013

CAMP SIDNEY DEW ZOMBIE OUTBREAK RESPONSE TEAM

(A.K.A. BOY SCOUT YOUTH LEADER AND ADULT LEADER GUIDE)

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Introduction and Contact Information

Dear Boy Scout Youth Leaders and Adult Leaders,
Thank you for considering Zombie O at Camp Sidney Dew 2013 for your troop program. The entire Zombie O staff is extremely excited to have the opportunity to offer such a unique and fun event. This guide is intended to inform your troop of some basic information about the event, and may be supplemented, as we get closer to the actual event. Zombie O is not just Zombies roaming the camp and boy scouts running around, it is orienteering, decision making, and basic scout skills embedded into an intense Zombie themed program. "Scouting is a game with a purpose." Zombie O is a game your troop will not want to miss. If you have any Questions, Please contact Max McAdams at (706)346-5294 or email me at zombiecsd@gmail.com.
(Small Disclaimer: There will not be any real Zombies at Camp Sidney Dew and this is only "Make Believe", at least until a Boy Scout sees a Zombie:)
Yours in Scouting,
Max McAdams
Event Director
Zombie O at CSD 2013

Registration

Zombie O at CSD is a one day event open to registered Boy Scouts of the Northwest Georgia Council. Registration is available online through the council website - www.nwgabsa.org. Registration costs $15 per Boy Scout and $5 for each Adult who would like an event patch (Attending adults who would not like a patch cost is $0) and must be completed by January 18, 2013. Late registration costs $25 and is available online from Jan.19, 2013 through the Jan.31,2013. Due to the type of activities planned we will not be able to accept any last minute registrations or at the door additions. Thanks for your understanding. Registration for Zombie O at CSD 2013 must be made as a Troop. Scouts will compete in teams consisting of two to three scouts or inexperienced (but not just crossed over) scouts may compete as a patrol consisting of 4 to 8 Scouts. All fees need to be paid online or within 10 days of registration by mail or at the local Scout shop. Registration is limited to the first 200 Boy Scouts.

Food and T-shirts

Any and all food during the event is the responsibility of the participants. No Food will be supplied by the event. Participants will be close to the parking lot at lunch time and will be able to return to their vehicles.

Event t shirts are offered online with online registration. All t-shirt orders need to be paid with your online registration and entered and paid before Jan.18, 2013.

Onsite Check-in

Onsite Check-in will begin at 8:00am on Saturday February 16, 2013 and will end at 9:15am Saturday, February 16, 2013 at the Hubbs Reception Center (Admin HQ). All vehicles must be parked in the main parking lot.

Medical Forms

All Units are required to have completed Medical Forms (Part A and B) for all participants. These may be inspected at any time and the Unit Leader must have them available at all times.

Troop Camping

This is a one-day event on Saturday only. However, troops wanting to camp over the weekend and participate in the event should complete an online reservation request for camping at Camp Sidney Dew, which can be found on the council website. *Special Note: Z.O.R.T. Information Division assures us that zombies have extreme difficulty operating tent zippers(so "No Worries" all campers should sleep safe and sound;).*

Scoutmaster Zombie Watch **Any Adult Troop Leader that would be interested in assisting our Safety Team would be greatly appreciated. Between 12:00 pm and 4:00pm there are many observation posts throughout camp, which the experienced and seasoned eyes of a few scout leaders would prove invaluable. Interested Leaders can be assured of Zombie Proof Defenses at all observation posts. We would like to sign up enough leaders to make the shifts only 2 hours each. Interested Leaders should contact the event director prior to the event (Max McAdams at (706)346-5294 or email at zombiecsd@gmail.com.).**

Prohibited Items ***include, but are not limited to:*****Firearms, explosives, fireworks, or any form of an Improvised Explosive Device (IED) are prohibited. NO straight bladed knives,swords,battleaxes,or ninja throwing stars are allowed in camp.**

Required items for Boy Scouts **Each Boy Scout will be required to have a Water Bottle, Whistle, and Proper Attire for the day's weather. Each team must have at least one compass (one compass per participant is recommended).**

Camp Sidney Dew and Z.O.R.T.

Camp Sidney Dew has had zombie outbreaks most winters for many years. The Virus that is believed to be responsible for the Zombies is called the B-Preparightious virus. It is believed the virus lies dormant under certain types of rocks (a good reason not to disturb the rocks in camp). This virus attacks anyone who has direct contact with an infected surface. In early 2006, Camp officials formed an elite organization called the Zombie Outbreak Response Team (also known as Z.O.R.T.).This team is responsible for stopping any outbreaks and gathering information about the virus. Due to the highly infectious virus, Z.O.R.T. ranks must be refilled from time to time with recruitment drives. Zombie O is one of those drives to replenish the ranks to continue the noble work, which has been so successful during the past at Camp Sidney Dew.

Onsite Check In, Scout Operatives, and Missions

As a Participant of Zombie 0 at Camp Sidney Dew, you will become a Z.O.R.T. Scout Operative(S.O.)with specific missions to accomplish certain goals established by Z.O.R.T. for the Zombie Outbreak of 2013.Scout Operative Candidates must register online before the required "Dead"line. Onsite Check-In will begin at 8:00am and end at 9:15am (All S.O. Candidates must report to the Hubbs Admin HQ within this timeframe, because the camp activates Zombie Quarantine Protocols at 9:30am until 6:30pm). After Check In, Scout Operative Candidates must proceed to the Tactical Training, Skill Assessment, and Mission Assignment area (Tactical HQ) near Pompie Park.

Onsite Check In, Scout Operatives, and Missions(continued)

Z.O.R.T. Judges will then assess what missions are available and within the abilities of specific units and assign accordingly.

Scout Operative missions are designed with 2 basic units in mind:

1) **Young Scout Operative Tactical Patrol Units: consists of 4 to 8 Boy Scouts who are fairly new to Boy Scouts and commonly of first class rank and below. Some Basic Compass and Map reading skills are necessary to be a successful operative tactical patrol. If troop leadership feels that one of their representative patrols are weak in basic compass/map reading skills and basic Scout skills, it is highly recommended to include a veteran rank scout with this group.**
2) **Recon Scout Operative Tactical Units: Consists of 2 (and in certain instances 3) Scouts who are accomplished in many Boy Scout skills. Scouts commonly of first class rank and above. Scouts in these units are comfortable in the woods and have above basic skills in Land Navigation and Scout Skills.**

Available Missions will involve Scout Operative units getting to designated remote stations throughout camp, where Z.O.R.T. Tactical Guard units have dropped off collected data and samples. Most mission goals involve collecting and transporting items to Z.O.R.T. HQ (per specific mission description) for the Z.O.R.T.Research Division. Each mission from each unit gets Z.O.R.T. a little closer to a final cure for the B-Preparightious Virus. Compass, Map Reading, and Basic Scout Skills (including some first aid and team cooperation) are required by all Scout Operatives to complete their assigned missions.

The Buddy System

There have been many interpretations about zombies and their particular capabilities and flaws. Please take special note, those are video games and movies; this is in the real world. The only thing that movies and games have taught us is that going alone is a very, VERY bad idea. Cooperation and the Buddy System are essential and necessary for survival during this campaign in all SO Units.

Zombie Disposal, Rules of Engagement, and Infection

Zombies can only be disposed of by methods known and developed by the Z.O.R.T. Tactical Guard. The Z.O.R.T. Tactical Guard has been trained in Advanced Zombie Leave No Trace Disposal Methods. A Scout Operative should never try any zombie disposal method! Every attempt by any SO in the past has led to Zombification and ultimately disposal.

Rules of Engagement are simple. *No purposeful engagement* wherever possible. There is a Zero Tolerance for purposely having any zombie contact (especially any attempt at Zombie disposal). Survival is hard enough, the entire camp's survival may hinge on the samples, data, or tested serums in your possession.

Every Scout Operative unit is going into an active zombie area. Zombies are known to have no fear, need no rest, and have a sense detecting live mammals (including Humans). Zombies are unaware and uncaring of the "no contact" rule of engagement. At certain times the unavoidable reality of Zombie contact happens. Any Operative having physical contact (of any kind) with a zombie needs to report to the nearest Z.O.R.T. Tactical Staff member to receive a dose of ZOMBEX13 (a drug that can end most B-Preparightous virus infections in its early stages).

Zombie O, Zombies, and Weather

This is not a fair weather event. This event is a Rain, Snow, or Shine event.
Common Zombie Characteristics are: 1)Pale-grey Skin(this can vary per zombie),2)Unhealed Wounds(if they were hit by a bus after Zombification, it will be ugly),3)Lack of Communication Skills(you will never have to argue with a Zombie, but their constant groaning is annoying),4)Shuffling when trying to walk(you will never see one in the Olympics),5)One Track Mind(your brains, they will not be distracted by anything else "Brains, It's not just for breakfast anymore"),6)Tend to Travel in Groups(sometimes called "Herds" or "Swarms"-Very Dangerous , AVOID WHENEVER POSSIBLE!)
Zombies can operate in almost any weather without loss of capabilities. Weather conditions not listed below have no effect on Zombies.
Cold **The exact temperature at which zombies cease to function is unknown. It is believed they do slow down in the cold and my freeze solid in certain temperatures and conditions. Unfortunately, when thawing occurs, they regain their ability at renewed action.**
Rain **Zombie's hill climbing abilities are reduced. This only applies to unimproved surfaces.**

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ZOMBIE OUTBREAK RESPONSE TEAM
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@NWGABSA.ORG
DO YOU
HAVE SKILLS?
ARE YOU PREPARED?
FEBRUARY 16 ,2013
AN EVENT THAT NEEDS BRAINS!

EXTREME BOY SCOUT
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