

**HOW WILL YOU  
SURVIVE...**



## **THE ZOMBIE APOCALYPSE?**

Historic District Spring "Zomborie"

Hosted by Troop 323 of Exeter, NH

April 10 - 12, 2015

Camp Wah-Tut-Ca

292 Blakes Hill Road, Northwood, NH

2015 Historic District Spring Camporee

"Zomborie"

Hosted by Troop 323 of Exeter, NH

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*Note: There will be three programs occurring during the weekend. Most Scouts will participate with their Patrols in the Zombie Games Competition. Limited sign-ups will be available for the weekend's Merit Badge Program. Lastly, the Historic District Chapter of the Order of the Arrow will host a "Readyman Webeloree". Scouts may participate in one of these programs, but all Scouts will participate in ceremonies, meals, campfire, etc.*

- Merit badges to be offered are Archery, Wilderness Survival, and Emergency Preparedness. A limited number of Scouts will be eligible to sign up for one of these three merit badges.*
- On-line signups and pricing will be available on the Historic District Website on or before February 21. A discounted price will be offered for troops that sign up before March 22.*
- Details of the Zombie Games and Merit Badge classes (e.g., pre-requisites) have been included since the 3/8 revision of this guide.*
- Patrol equipment lists and other information will be provided on the Historic District website as soon as it is available.*

- *Though all Webelos are welcome to participate in the Readyman Webeloree event on Saturday, 4/11, this event is expected to appeal more to first year Webelos Dens. Troops are urged to reach out to any Pack to which they are historically associated and invite them to attend. Following the Readyman program, Webelos will be dismissed to their "host Troop" for dinner and evening activities. Troops are equally advised to use this opportunity to register and include any second year Webelos in the full Zombie Games program.*
- *Due to concerns with campsite assignments, it is not recommended that first-year Webelos be invited to stay overnight at the Zomborie.*

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# **Zombie Games Weekend Event Schedule**

## **Friday, April 10, 2015**

4:00 - 7:00 PM: Unit arrival, check-in, campsite

7:00 - 9:00 PM: Zombies assault Patrol camp defenses (2 hours after check-in)

9:00 PM: SPL and Scoutmaster meeting and cracker barrel at the registration headquarters

10:00 PM: Taps / Quiet Hours. Tired Scouts are easy prey.

## **Saturday, April 11, 2015**

7:00 AM: Reveille

7:00 - 8:15 AM: Breakfast

8:30 AM: Flags, "News from the Front", Patrol Assignments

9:00 - 12:00 AM: Boomstick (aka Shotgun) Start "Zombie Games"

12:00 - 12:30 PM: Patrol Lunch

12:30 - 3:30 PM: Resume "Zombie Games"

3:30 - 3:45 PM: Patrols return to campsites

3:45 - 5:30 PM: "Lick Your Wounds" Downtime / Survival Skillet Prep

5:30 - 6:30 PM: Survival Skillet judging at campsites / Dinner & Clean-up

6:30 - 8:00 PM: Campsite Free Time, sign up for campfire songs & skits

7:30 - 8:00 PM: Scout's Own Service

8:00 - 9:00 PM: Evening Zombie Campfire

10:00 PM: Taps / Quiet Hours

**Sunday, April 12, 2015**

7:00 AM: Reveille

7:00 - 8:15 AM: Breakfast / Break Camp

8:30 - 9:00 AM: "News from the Front", Presentation of Awards, Closing Ceremonies, Flags

9:00 AM: Check-out



# **Survival Merit Badge Weekend Event Schedule**

## **Friday, April 10, 2015**

4:00 - 7:00 PM: Unit arrival, check-in, campsite

7:00 - 9:00 PM: Merit Badge Session #1

9:00 PM: SPL and Scoutmaster meeting and cracker barrel at the registration headquarters

10:00 PM: Taps / Quiet Hours. Tired Scouts are easy prey.

## **Saturday, April 11, 2015**

7:00 AM: Reveille

7:00 - 8:15 AM: Breakfast

8:30 AM: Flags, "News from the Front", Patrol Assignments

9:00 - 11:45 AM: Merit Badge Session #2

12:00 - 1:00 PM: Lunch (with your Merit Badge Class)

1:00 - 4:00 PM: Merit Badge Session #3

4:00 - 4:30 PM: Patrols return to campsites

4:30 - 5:30 PM: Survival Skillet Prep

5:30 - 6:30 PM: Survival Skillet judging at campsites / Dinner & Clean-up

6:30 - 7:30 PM: Merit Badge Session #4

7:30 - 8:00 PM: Scout's Own Service

8:00 - 9:00 PM: Evening Zombie Campfire



10:00 PM: Taps / Quiet Hours, Wilderness Survival Overnight

**Sunday, April 12, 2015**

7:00 AM: Reveille, Wilderness Survival participants return to Troop campsite

7:00 - 8:15 AM: Breakfast / Break Camp

8:30 - 9:00 AM: "News from the Front", Presentation of Awards, Closing Ceremonies, Flags

9:00 AM: Normal Troop Check-out

9:00 - 10:00 AM: Merit Badge Session #5 (only if deemed necessary by the Merit Badge course staff)





# Readyman Webeloree Event Schedule

## Saturday, April 11, 2015

10:00 AM: Den arrival, check-in

11:00 AM - 12:00 PM: Webelos-to-Scout Seminar

12:00 - 1:00 PM: Lunch at the OA Cafe

1:00 - 5:00 PM: Webelos Readyman Program

5:00 - 5:30 PM: Closing Ceremonies

*At this time, Webelos may depart via convoy back through the infected zone (i.e. return home) or they may join a host Troop for evening festivities (prior arrangements must be made with host Troop).*

5:30 - 6:30 PM: Survival Skillet judging at campsites /  
Dinner & Clean-up

6:30 - 7:30 PM: Campsite Free Time, sign up for  
campfire songs & skits

7:30 - 8:00 PM: Scout's Own Service

8:00 - 9:00 PM: Evening Zombie Campfire

9:00 PM: Webelos depart



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**"NOT a weekend of scares."**

The primary themes of the Zomborie are Survival and Preparedness. While "theatrics" are planned, Scouts will not be chased or grabbed. Zombies will try to cross each Patrol's "locked" camp gateway Friday evening and will approach Patrols throughout the weekend with challenges. No Zombies will roam the camp after evening Taps.

**Camporee Check-In (Troops, Friday Evening)**

Arrivals at the Camporee may begin any time after 4 PM on Friday, 4/10. If Units wish to arrive earlier, provisions should be made as far in advance as possible so that the event organizers can make the necessary arrangements.

All refugees will be expected to pass a strict screening procedure to ensure individuals have not been "exposed".

Check-in will be at the Zombie Safe-Zone (ZSZ) administration building. Patrol rosters should be completed in advance and will be turned in during registration. Units which have not pre-paid will be expected to make payment at this time (providing a defended ZSZ does not come without expense). Updated

Merit Badge Program schedules and assignments will be provided during check-in.

When check-in is complete, each Troop will be directed to its campsite, and the clock will begin for the first program competition.

Due to the panic and ensuing gridlock during the "Exodus", all camp roads are impassible by Troop vehicles. As a result, vehicles will not be allowed beyond the main parking area. Patrols will be expected to carry their gear from the main parking area to their assigned campsite.

**3/31 updates:** Parking is limited and the main camp road is narrow. For these reasons, carpooling is strongly encouraged. Troop trailers, however, will park in a special, designated area. Though Scouts are Trustworthy, Zombies are not. Please ensure your trailer is locked tight when not manned.

Most campsites are still buried beneath a thick blanket of snow. If Troops wish to pitch tents on the existing platforms, they should come prepared to shovel. By the same token, campsite fire rings are buried. Troops may wish to consider bringing above-ground fire pits.

Due to the late frosts this year, there will not be running water available anywhere on site with the exception of the camp's pump house. Troops are advised to bring enough water to cook with and remain hydrated.

Each campsite has pit latrines and there is a pair of composting toilets (M/F). Troops MUST BRING THEIR OWN TOILET PAPER. It will not be provided by the camp.

Although there are dumpsters at the dining hall, Troops must treat this event as carry-in, carry-out.

## Guidelines and Check-Out Procedures

1. If a Zombie catches you breaking a rule, your Patrol will be penalized.
2. We will be guests of the Zombie Safe Zone at Boy Scout Camp Wah-Tut-Ca. It is expected that all Troops and Scouts will work diligently to keep the camp clean during our weekend of fun and games.
3. Class "A" Uniforms shall be worn to all flag ceremonies, the Scout's Own Service, and the Saturday night campfire.
4. Each Scout and Scouter should carry a day pack with a water bottle, flashlight, whistle, and rain gear. (Zombie Games Patrols will be expected to carry even more.)
5. Every Scout, Scouter, and visitor will carry out the Scout Oath and Law in words, actions, and behaviors.
6. Each Troop should ensure that all generated trash is collected, removed from the camp, and disposed of at home.
7. Each Troop is responsible for collecting and maintaining both event parental permission slips (<http://www.scouting.org/filestore/pdf/19-673.pdf>) and parts A & B of the 2014 BSA health form ([http://www.scouting.org/filestore/HealthSafety/pdf/680-001\\_AB.pdf](http://www.scouting.org/filestore/HealthSafety/pdf/680-001_AB.pdf)).

8. Each Patrol should read over the scheduled competitions and BE PREPARED with any materials needed to participate.
9. Similarly, any Scout signed up to participate in the weekend Merit Badge Program is responsible for completing the assigned pre-requisites and bringing proof-of-completion to check-in.
10. Fire safety at campsites is paramount. Proper precautions, to include water buckets and assigned fire wardens are expected.
11. All Skits, Yells, Cheers, and Songs must demonstrate proper Scout behavior with material appropriate to the Scouting ideals.
12. The Guide to Safe Scouting rules all. The buddy system is in effect throughout the weekend. Any Scout caught alone out of eyesight from a buddy will incur a penalty against his Patrol. Remember, Scouts without buddies are easy Zombie bait!
13. Check-out begins following Sunday's Closing Ceremonies. Event Staff will inspect each campsite and present the Troop's Leader with the earned Zomborlie Survivor Patches.



## **Zombie Games Program**

As of this edition (3/8), Zombie Games planning is in full swing. While some details might change in the weeks leading up to the event, your ZSZ Staff has made every effort to provide this outline as you prepare to survive the apocalypse with us.

The games will kick-off with a ["Zombie Assault"](#) of each Patrol's campsite on Friday evening approximately 2 hours after your Troop checks-in. Having successfully repelled the assault (we hope), Scouts will be able to sleep soundly knowing that the outer defenses are strong.

On Saturday, Patrols will be assigned a starting point for the games' 9 AM boomstick (aka shotgun) start, and will rotate to the next station at the top of each hour. At the conclusion of the games, Patrols will return to their campsites for some recovery time and to prep for the [Survival Skillet competition](#).

On Sunday, the 9-10 AM block is reserved for programming (currently, "Zombie Tag Finals"). This is subject to change. **4/1 Update:** This activity has been removed from the calendar. However, the 9-10 AM Sunday Merit Badge session is still in play, and may be used if deemed necessary by the Badge's Counselor Team.

All Z-Games events will be scored and count equally toward each Patrol's final score. Prizes will be awarded to the three Patrols with the highest survivability ranking.

### **Adult Volunteers**

There will be opportunities for attending, registered adults from each Troop to help with the games. Those who intend to assist on Saturday should register as

volunteers to receive the \$7 discount. Please ensure your YPT status is current!

### **The Z-Games**

The Zombie Games are a series of Patrol challenges to test your skills and aptitude for surviving a full on Zombie invasion.

Your Patrol will be scored on teamwork, execution, and spirit. There will be other opportunities to earn bonus points throughout the weekend.

Friday:

#### *Camp Defense*

Sometimes the best offense is a good defense. The Zombie Safe Zone perimeter is occasionally breached and check-in may provide just enough confusion for a few Zeds to sneak in past our outer defenses. If that happens, your campsite better be ready! Defenses will be scored based on effectiveness and originality. A lockable gateway will score more points than a single human guard (those guys are too easily distracted). Remember, your goal is not to trap or hurt the Zombie. Your goal is to keep it out or trigger an alarm.

Saturday:

#### *Zombies Want Mushy BRAINS!*

The Zombie Safe Zone boundaries are constantly shifting. Your Patrol might find itself crossing unsecured territory. Zombies want to eat brains, but they only like the ones that haven't been sharpened. You will be tested on your knowledge of Scout skills, the Scouting program, and our collective history. Prove your brain is too tough for the Zombies and they may just shuffle along.



## *Be Prepared*

Scouts, above all, must be prepared. Patrols will need to be packed and ready to bug out if the camp should be overrun! A list will be provided of items that must be carried by every Patrol. At any time, a Patrol may be asked to show that they have a particular survival item. Points will be awarded or penalties assessed based on the Patrols' preparedness.

During the Zombie Games on Saturday, Patrols will be expected to carry certain items critical for their survival:

- Patrol Flag - best way to signal that you're a "friendly"
- compass
- roll of duct tape
- a notebook and working pen
- a trashbag - Leave No Trace
- First Aid kit to meet all requirements of First Aid for First Class Scout (including materials for slings and splints). Use the [Patrol First Aid kit](#) from the Scout handbook as an example.
- fire starting kit
- Scout Handbook
- a crowbar (reasonable facsimiles accepted)
- a method by which to signal a message to members of your Patrol silently from across a field (hint: you'll need to signal individual letters) - No, texting is not allowed! Cell phones will NOT work during the apocalypse.
- Patrol cheer - Zombie-themed preferred

In addition, each Scout should carry:

- day pack

- water bottle - filled to the brim when the games begin
- proper clothing and footwear - We could have 18 inches of snow, we could have 18 inches of mud. It may rain, it may sleet, it may be 90 degrees and humid. The Zombies don't care. You will!
- pocketknife (in accordance with Daniel Webster policies, no sheath knives please)
- whistle or other emergency signaling device
- a packed lunch for Saturday
- flashlight
- Scout Spirit!

### *Obstacle Course*

Patrols will be challenged with surviving the ultimate, Scout-designed-and-built obstacle course! This event will be timed and will require all Patrol members to navigate the course.

### *Navy Aid Tent / First-Aid*

This two-part event will offer Scouts the opportunity to see and learn about an authentic, Vietnam-era, Navy first-aid station. Pay attention... there may be a quiz!

In addition, as this station is set up close to the Zombie Safe Zone perimeter, there is a good chance Patrols will encounter refugees in need of immediate first aid care. Study up on your Scout first-aid... you never know what might come stumbling along.

### *Zombie Olympics*

Cardio. Escaping Zombies requires stamina. On the camp's games field, Patrols will have the opportunity to demonstrate that they could out-run, out-maneuver, and out-smart the average, garden-variety Zombie.

### *Lunch*

At noon, all Patrols will break for lunch at whichever station they happen to occupy. Un-prepared Scouts who didn't pack their lunch are going to be calorie-deficient and likely unable to last long on a forced march to the designated safe house.

### *Archery*

If there's one thing that Daryl taught us, it's that an arrow is as effective as a bullet and much less likely to attract our Zombie-target's buddies. Scouts will have the opportunity to hone their aim as they try to take out their adversaries while avoiding friendlies.

### *Paint Ball*

Sometimes it takes major fire-power to stop the undead. Test your aim at both static and moving targets. Brought to you by our good friends at [X-Fire Paintball](#) in Nashua, NH and Auburn, MA! Be sure to thank them for helping us push back the zombie advance!

### *Orienteering*

Escaping to the pre-designated safe zone is going to be impossible unless your Patrol can navigate with a compass. So, you'd better have a compass packed away with your Patrol gear, and you'd better also pack the know-how to use it!

### *The Antidote*

Clues will be spread throughout the Zombie Games. The Patrol which uses its collective smarts may solve the puzzle and cure humanity by unlocking the secrets of the lost antidote.

## *Survival Skillet Challenge*

Saturday evening, each Patrol is challenged with making a hearty dinner using ingredients in line with one of the two survival themes.

1. Prepper Dinner: All ingredients must be straight out of a prepper's bomb shelter. Canned and dried goods are AOK. Perishable items are not. If it's something that would make you sick after sitting out on a hot summer day, you'd better not feed it to the judge!
2. Homesteading Dinner: All ingredients must be fresh. Scouts will be expected to list the ingredients and explain how they would be able to harvest those ingredients while living in a secured, Zombie Safe Zone. For example, "We got the eggs from the chickens we've raised." You might have a hard time convincing the judge that you grew the pineapple in New Hampshire.

## *Zombie-Themed Campfire*

If we survive the day Saturday, it's time for some R&R, and we'll gather around the Council fire for some laughs and a celebration. Patrols that participate will score points. Patrols that don't might have to be checked for infection. Patrols that provide entertainment with a Zombie-themed-twist will score double!

## **Zombie Merit Badge Program**

While surviving the Zombie Apocalypse is going to take teamwork, it's also going to take individuals with special skills. To that end, your Zombie Safe Zone Staff will provide qualified training in three areas deemed critical to outlasting the undead horde:

1. Archery
2. Emergency Preparedness
3. Wilderness Survival

### **General Merit Badge Program Information**

Our Merit Badge teams hail from across the Historic District and many Troops will be represented. These teams have worked hard to put together programs that should give participating Scouts the opportunity to earn the complete badge - not a "partial".

Participants in the Zombie Merit Badge program will focus on their Merit Badge work and will, therefore, not participate in the Zombie Games. They will, however, be dismissed to their Troops to participate in events such as the Survival Skillet Competition and the Zombie Skit Campfire.

Participants will be given a schedule specific to their Merit Badge program upon check-in. They will be expected to arrive on time to all Merit Badge training sessions.

Pre-requisite lists (current as of 3/15) are provided in this document and homework may be assigned. If additional work must be done after the weekend of 4/10-12, the Historic District will make arrangements to bring Scouts and Merit Badge Counselors together again as required.

At this time, it is not expected that there will be additional fees for Zombie Merit Badge program participants. If unexpected costs do arise, participating Troops will be informed as quickly as possible.

Scouts are expected to submit a signed Blue Card for the applicable Merit Badge during check-in on Friday night.

In addition, each Scout should bring:

- day pack
- water bottle - filled to the brim
- proper clothing and footwear - We could have 18 inches of snow, we could have 18 inches of mud. It may rain, it may sleet, it may 90 degrees and humid. The Zombies don't care. You will!
- pocketknife (in accordance with Daniel Webster policies, no sheath knives please)
- whistle or other emergency signaling device
- a packed lunch for Saturday
- flashlight
- Scout Spirit!

Note: The above list is in addition to any items specifically listed below under the individual Merit Badge class requirements.

Note: The above list may be amended, as appropriate by the Merit Badge class staff.

### **Registration**

Merit Badge enrollment is limited and will be determined in the following manner:

- a) Participating Scouts must be registered with a Troop attending the Historic District Zomborrie.

- b) Each Troop may, initially, enroll one Scout for each Patrol competing in the Zombie Games.
- c) Each Troop may enroll one additional Scout for each of its Merit Badge Counselors assisting during the weekend.
- d) An adult representative of the Troop (Scoutmaster, Committee Chair, Advancement Chair) will register its Merit Badge program participants at the Historic District's website ([link](#)).
- e) Enrollment in particular badge programs will be done on a first-Troop-registered = first-program-choice basis.
- f) If total enrollment is less than capacity, Troops will be notified (in the order that they registered) and allowed to register additional Scouts.

Example:

Troop 123 was the 12<sup>th</sup> Troop to register for the Zomborise and is sending 2 Patrols. In addition, Troop 123 is providing 1 Merit Badge Counselor for the Archery program. As a result,  $2 + 1 = 3$  Scouts from Troop 123 may be registered for the Zombie Merit Badge program. All three want to do archery, but 8 of the 10 available archery slots were taken by the 11 Troops that registered prior to Troop 123. So, Troop 123 may register two Scouts for Archery and one for Wilderness Survival or Emergency Preparedness.

Online registration will ask for each Scout's first, second, and third choice.



## Archery (*pre-reqs updated 3/15*)



scouting.org [link](#)

meritbadge.org [link](#)

(Be sure to bring a copy of the Merit Badge workbook available for download from meritbadge.org.)

This program will be open to 10 registrants.

As of this edition (3/8), all 5 Merit Badge sessions from Friday evening through Sunday morning will be used.

Pre-requisites: For each, research the topic and write up the answer on the meritbadge.org workbook.

| Requirements            |   |
|-------------------------|---|
| 1.a.1<br>1.a.2<br>1.a.3 | State & explain safety rules: shooting line, retrieving, whistle commands |
| 1.b.                    | State & explain general safety rules                                      |
| 1.c.                    | State & explain local and state laws                                      |
| 3.a.                    | Explain proper use, care, storage   |
| 3.b.                    | Explain archery-related terms   |
| 4.a.                    | Importance of obedience   |
| 4.b.                    | Difference between an end and a round                                     |
| 4.c.                    | Difference between field, target, 3-D                                     |
| 4.d.                    | Five color target scoring   |
| 4.e.                    | Black-n-white & blue indoor target scoring                                |
| 4.f.                    | Olympic elimination system  |

## Emergency Preparedness



scouting.org [link](#)

meritbadge.org [link](#)

(Be sure to bring a copy of the Merit Badge workbook available for download from meritbadge.org.)

This program will be open to 16 registrants, age 14 and older.

As of this edition (3/8), all 5 Merit Badge sessions from Friday evening through Sunday morning will be used.

Pre-requisites:

| Requirements |   | Pre-Requisites  |
|--------------|---|---|
| 1.           | Earned First Aid Merit Badge  | Complete prior to Camporee - bring proof of completion  |
| 2.b.         | Ten situations chart  | Complete prior to Camporee, will discuss with counselor   |
| 2.c.         | Family plan and meeting   | Complete prior to Camporee, will discuss with counselor   |
| 8.a.         | Written / explain mobilization plan                                       | Complete prior to Camporee, will discuss with counselor   |
| 8.b.         | Participate in troop mobilization   | Complete prior to Camporee - bring proof of completion, will discuss with counselor                     |
| 8.c.         | Personal emergency service pack for mobilization and family emergency kit | Complete prior to Camporee - bring pictures and contents list of both kits, will discuss with counselor |
| Do One       |   |   |
| 9.a.         | Home safety check list  | Complete prior to Camporee, will discuss with counselor   |
| 9.b.         | Home and family escape plan   | Complete prior to Camporee, will discuss with counselor   |
| 9.c.         | Accident prevention program for family                                    | Complete prior to Camporee, will discuss with counselor   |

*Wilderness Survival (pre-reqs updated 4/6)*



scouting.org [link](#)

meritbadge.org [link](#)

(Be sure to bring a copy of the Merit Badge workbook available for download from meritbadge.org.)

This program will be open to 20 registrants.

As of this edition (3/8), all 5 Merit Badge sessions from Friday evening through Sunday morning will be used.

Pre-requisites:

| Requirements                        | Pre-Requisites   |
|-------------------------------------|--|
| 5. Assemble a personal survival kit | <p>Assemble prior to Camporee (and bring with you) personal survival kit consisting of*:</p> <ul style="list-style-type: none"> <li>• light weight emergency blanket</li> <li>• whistle</li> <li>• compass</li> <li>• 3 methods to start fire (see (6) below)</li> <li>• pocketknife</li> <li>• water bottle</li> <li>• water purification tablets</li> <li>• 25 feet, parachute cord</li> <li>• small flashlight</li> <li>• first-aid kit containing <ul style="list-style-type: none"> <li>o (4) Band-Aids, 1 x 3 in</li> <li>o (2) Band-Aids, 2 in</li> <li>o antibiotic salve</li> <li>o wound closure strips (butterfly bandage), 3/8 x 2 in</li> <li>o Povidone Iodine solution, 0.6 ml ampule / swabs</li> <li>o pain killer pills</li> <li>o first aid reference cards / book</li> </ul> </li> </ul> |
| 6. 3 methods to light a fire        | <p>Research methods and bring materials to complete this task. Your ZSZ Staff has offered the following resource:</p> <p><a href="http://wildwoodsurvival.com/survival/fire/index.html">wildwoodsurvival.com/survival/fire/index.html</a></p>  |

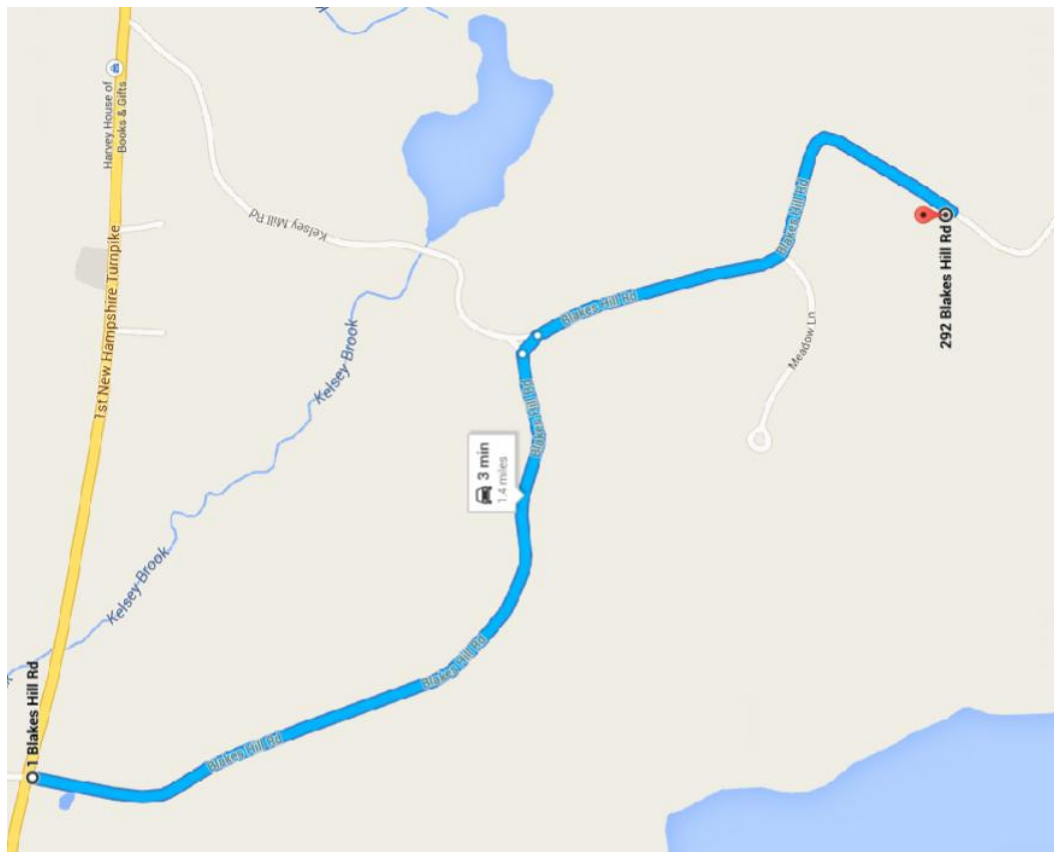
\*Kit contents may be amended. Be sure to check back.

Participation in the Wilderness Survival will include an overnight (Saturday) in a shelter constructed by the Scout. Provisions will be made to account for severe weather conditions. In the event that the overnight cannot be supported at Camporee, the Historic District

will endeavor to offer an alternate overnight-in-shelter opportunity in conjunction with IOLS training on Saturday, 4/18 at Camp Sanborn in Auburn, NH.



| DRIVING DIRECTIONS   |   |
|--|---|
| (Note: Rt 43 not recommended due to road conditions)   |   |
| <p>From the East / Lee Traffic Circle (Rt. 4, Rt. 125)</p> <p>West on US-4.</p> <p>Proceed 13.3 miles.</p> <p>Turn left onto Blakes Hill Rd.</p>   | <p>From the West / Epsom Traffic Circle (Rt. 202, Rt. 28)</p> <p>East on US-202, US-4.</p> <p>Proceed 6.2 miles.</p> <p>Turn right onto Blakes Hill Rd.</p> |
| <p>Climb 0.8 miles.</p> <p>Bear right at fork.</p> <p>Climb 0.6 miles.</p> <p>Turn right into Camp Wah-Tut-Ca entrance.</p> <p>Be prepared to answer a few simple questions about recent encounters with re-animated beings.</p> |   |



## List of Changes

| date      | page | change   |
|-----------|------|--|
| 3/15/2015 | 4    | added Table of Contents  |
| 3/15/2015 | 23   | added Archery Merit Badge pre-requisite table  |
| 3/31/2015 | 15   | added Z-Games introduction   |
| 3/31/2015 | 16   | Patrol equipment and Z-Games Scout equipment lists added   |
| 3/31/2015 | 21   | generic Merit Badge course equipment list added  |
| 3/31/2015 | 6    | adjusted Sunday morning schedule   |
| 3/31/2015 | 8    | adjusted Sunday morning Merit Badge program schedule   |
| 3/31/2015 | 11   | added check-in notes related to carpooling, parking, campsite conditions, non-availability of water, latrine facilities and BYO toilet paper |
| 4/1/2015  | 18   | added X-Fire Paintball as a sponsor  |
| 4/1/2015  | 14   | added update regarding Sunday morning 9-10 am program block  |
| 4/6/2015  | 27   | added driving directions   |
| 4/6/2015  | 25   | added first-aid kit contents   |