



Leaders Guide

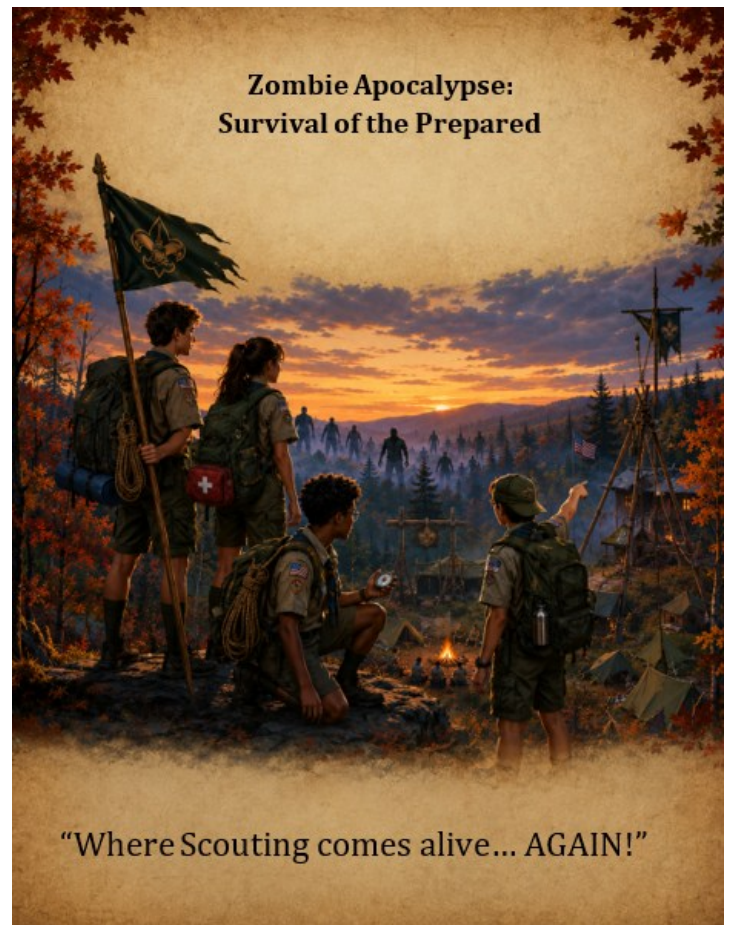
Scouts Apocalypse
Scouts of the Apocalypse
"Survival of the Prepared"

Hosted by Troop 188, Fairfield
October 16-18, 2026
Hoyt Scout Reservation

"Where Scouting Comes Alive ... Again"

Welcome Scouts and Leaders to the 2026 Fall Camporee, where the theme is **Zombie Apocalypse: Survival of the Prepared**.

A mysterious infection has spread across the region, and civilization has begun to collapse. Communication systems have failed, supplies are scarce, and survivors must rely on their skills, leadership, and teamwork to endure. Fortunately, Scouts are among the best prepared to meet these challenges!



Throughout the weekend, patrols will participate in a series of survival missions designed to test their Scoutcraft skills. Patrols will navigate through dangerous territory, locate hidden shelters, provide rovide emergency medical care, secure food supplies, defend survivor settlements, and demonstrate their ability to survive in a world overrun by zombies.

The Camporee is built around the Patrol Method. Success will depend on communication, leadership, teamwork, and the effective application of Scouting skills. Patrols will earn points at each station, with awards presented during the closing ceremony.

Remember: In a zombie apocalypse, the most valuable survival tool is not a weapon, but a well-trained patrol.

Good luck, survivors.

Fall Camporee @ Hoyt October 16-18, 2026

Hoyt Scout Reservation (Lower Hoyt), 3 Marchant Rd, Redding

This Leaders' Guide is intended to help Scouts and Scouters navigate the event and determine what they need to be prepared for success. Youth and adult leaders should read through this guide; we suggest that as much of both the event and campout details as possible be covered with your unit before the event.

Registration link

<https://mycouncil.ctyankee.org/Event/1687>

\$20 Youth Fee / \$15 Adult Fee

(Fee covers patches, Hoyt fees, Council Admin Fee, awards, and program expenses.)

Planning

Check in for the Fall Camporee will be from 4.30pm to 8pm on Friday and from 7.30am to 8.30am on Saturday in the Ranger Station.

For Troops arriving on Friday, there will be a Q&A meeting for SPLs & Scoutmasters at 8.30pm in the Ranger Station.

The SPL/PL meeting on Saturday is at 8.30am in the Jackson Pavilion. Attendance is required for participating Troops to finalize the Patrol schedule for the station rotations.

Troops should be present for the Opening Ceremony at 9:00 AM. Stations will begin at 9.30am.

Troops can camp overnight on Friday and/or Saturday, or just attend for the day. Campsites can be selected through online registration. (See campsite map on page 5.) All Troops are expected to have left Hoyt by 10am on Sunday.

The Closing & Awards Ceremony will be held during the campfire on Saturday at 7:30 PM and marks the official end of the camporee. There are no activities or ceremonies on Sunday. Camp closes at 10:00 AM Sunday morning.



Friday Oct 16	4.30pm - 8pm 8.30pm - 9pm 10pm	Registration – Jackson Pavilion SPL/Scoutmaster Meeting Lights out
Saturday Oct 17	7:00am - 8:30am 8:30am - 9:00am 9.00am - 9.30am 9:30am - 10:10am 10:15am - 10:55am 11:00am - 11:40 am 11:40am - 1:30 pm 1:30pm - 2:10pm 2:15pm - 2:55pm 3:00pm - 3:40pm 3:45pm - 5:00pm 5:00pm - 7:30pm 7:30pm - 9:00pm 9:00pm - 9:30pm 10:00pm	Reveille/Breakfast SPL/Patrol Leader meeting - Jackson Pavilion Opening Ceremony - In front of Jackson pavilion Station 1 Station 2 Station 3 Lunch Station 4 Station 5 Station 6 Undead Head Tournament Free time/Dinner Zombie Theater SPL Cracker Barrel Lights Out
Sunday Oct 18	7:00am – 10:00am 8:45am - 9:45am 10:00am	Reveille/Breakfast/Campsite Cleanup Survivor's Scouts Own Service - Jackson Pavilion hosted by Troop 188 Departure

AOLS OF THE APOCALYPSE!

Saugatuck Arrow of Light Fall Camporee

October 17–18, 2026 | Hoyt Scout Reservation

3 Marchant Rd., Redding, CT 06896

Arrow of Light Scouts are invited to a fun, age-appropriate **"Outbreak at Camp" Junior Survival Adventure** featuring teamwork, outdoor skills, first aid, problem-solving, and selected activities with Scouts BSA troops. The zombie theme will be presented with **silly characters and Scout skills — no gore or frightening images.**

Registration: <https://mycouncil.ctyankee.org/Event/1687> **Fee:** \$20 Youth | \$15 Adults

Camporee patch included with registration.

AOL Scouts must register separately from Troop registrations. Only **5th-grade Arrow of Light Scouts** may attend, and each Scout must be accompanied by a parent or guardian. Saturday-night camping only; no Friday-night AOL camping. Lunch is provided for AOLs; families or host troops are responsible for other meals.

We're looking for a **Troop or group of older Scouts to help host and lead the Arrow of Light program** at the Fall Camporee. This is a great opportunity for experienced Scouts to practice real leadership by guiding younger Scouts through activities, helping run stations, encouraging teamwork, and introducing AOL Scouts to the Scouts BSA experience. It can also serve as a unique NYLT-style leadership opportunity, giving youth leaders a chance to put communication, planning, teaching, and team-building skills into action in a fun and meaningful setting. If your Troop, patrol, or group of older Scouts is interested in helping host the AOL program, please contact saugatuck-activities@ctyankee.org.

Saturday Program

9:30 AM — Arrival & Check-In	1:30–3:40 PM — Survival Station Rotations
10:00 AM — Opening Ceremony	3:45–5:00 PM — Undead Head Tournament with Scouts BSA
10:15–11:30 AM — AOL Orientation & Zombie Transformation Lab	4:00 PM — Meet Host Troop / Set Up Camp
11:30 AM–12:00 PM — Joining a Troop Workshop	5:00–7:30 PM — Free time/Dinner
12:00–1:00 PM — Hot Dog Lunch	7:30–9:00 PM — Zombie Theater Campfire
	10:00 PM — Lights Out

Survival Stations

- **Secure the Food Cache** — Hoist a bear bag using a Monkey Fist knot to protect supplies.
- **Retrieve the Power Cell** — Complete an obstacle challenge with help from teammates.
- **Monster MASH** — Practice basic first aid on pretend zombie-related injuries.

Camping & Advancement

AOL Scouts may camp with a **host Troop** they are considering joining or camp with their Den in the assigned AOL area. Host-troop arrangements are made directly between the den and troop. Scouts can also work on **Outdoor Adventurer** and other Arrow of Light requirements during the weekend with a parent, leader, or their host Troop.

Questions or Volunteer:

saugatuck-activities@ctyankee.org

Overall Mission: Each station completed brings patrols one step closer to stopping the outbreak, rescuing survivors, and rebuilding civilization. Patrols will earn points at every station.

Remember: The Zombies may be infected, but the Scouts are prepared.

1. Secure the Food Cache

Mission Brief: The Zombie outbreak has disrupted supply chains and food is becoming scarce. If your supplies are discovered by zombies (or wildlife) your patrol may not survive the coming days.

Objective: Patrols must tie a Monkey's Fist knot and use it to throw a line over a tree branch. Once successful, they must hoist a bear box or food bag into the air to protect it from scavengers and zombies.

Notes: Rope will be provided. Patrols may, as an option, bring an object (marble, golf ball etc.) for the middle of the Monkey Fist

2. Retrieve the Power Cell

Mission Brief: Scientists believe the original infection began when an experimental machine malfunctioned. The machine's power source must be removed before the outbreak can spread further.

Objective: One Scout is blindfolded while the remainder of the patrol verbally guides them through an obstacle course. The Scout must reach the center, recover the power cell, and return without touching obstacles or stepping outside the safe path.

3. Monster MASH

Mission Brief: Your patrol encounters an overwhelmed Army MASH unit treating victims of the outbreak. Medical personnel need immediate assistance caring for the wounded.

Objective: Patrols will demonstrate first aid skills from Tenderfoot, Second Class, and First Class requirements. After treating the patient, patrols must construct an improvised stretcher and transport the patient to the extraction point.

Notes: First Aid materials will be provided

4. Defend Your Position

Mission Brief: Your patrol has reached a temporary survival compound, but a large Zombie Horde is approaching. Offensive measures must be taken.

Objective: Using pioneering skills and lashings, patrols must construct a functional catapult capable of launching projectiles at approaching zombie targets.

Notes: Materials will be provided

5. Trial by Fire

Mission Brief: Fire is one of the few effective methods to limit the Zombie Virus spread. The cure is in a bucket suspended high above your Patrol. The only way to retrieve it is to start a fire and burn through the rope but your matches were ruined by a group of drooling zombies.

Objective: Using materials provided at the station and supplies carried in your daypack (excluding paper products), start a fire and burn through the rope as quickly as possible. Patrols will also answer burn first aid questions for additional points.

Notes: Patrols should bring a 1 gallon Ziploc bag with tinder/kindling; no fatwood or accelerants

6. Be Prepared... or Prepare to Be Prepared as Zombie Dinner

Mission Brief: The Zombie outbreak has spread into your neighborhood. You may need to shelter in place or evacuate immediately with only what you can carry.

Objective: Patrols must bring a Bug-Out Bag, a proper emergency pack using the Ten Essentials at a minimum. Rescue helicopters are now out searching for survivors. Humans cannot be distinguished from zombies from the air, so Patrols must demonstrate the use of signal mirrors, construct internationally recognized ground-to-air rescue signals, and transmit a message either via Semaphore or Morse Code.

Notes: One Bug-Out Bag per Patrol; Signaling materials will be provided

Additional Activities

Survivor Cook-Off:

Food supplies are limited, and survivors must make the most of whatever ingredients they can find. Your patrol has managed to scavenge a collection of supplies and must prepare a meal worthy of keeping the survivor camp going for another day.

Patrols will be provided a selection of mystery ingredients by Camporee staff and must prepare a meal using those ingredients. Additional ingredients from their campsite pantry may be used as permitted by event rules.

Patrols will present their completed dish to the judges and explain how the required ingredients were incorporated into the meal.

Undead Head Tournament

The Dodgeball has been replaced by an infected Zombie head that bites everything it touches. 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 Stations end.

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.

Station Location

See map on Page 10

Updated 10/7/2026

Campsites					
Host - Troop 188					
Site	Fire	Troop	Site	Fire	Troop
A	Y		M	T	
B	Y	36	N	Y	35
C	Y	9	O	Y	222
D	Y		P	Y	199
E	Y	Host	Q	Y	53
F	Y		R	Y	11
G	Y		S	T	
H	Y		T	T	
J	Y	38	U	T	
K	Y	19	V	T	
L	T	219	W	T	

Pavilions must be kept open for Program

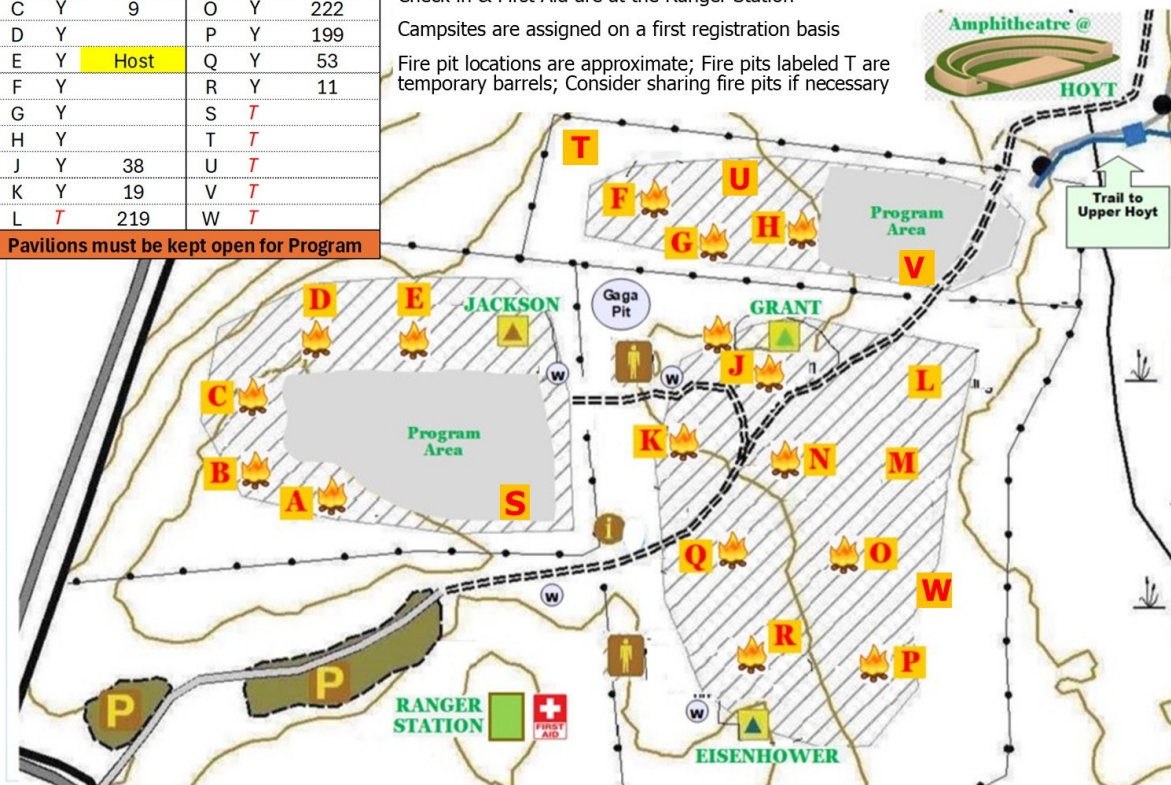
Saugatuck Camporee Map (Lower Hoyt)

Jackson Pavilion serves as Program HQ

Check in & First Aid are at the Ranger Station

Campsites are assigned on a first registration basis

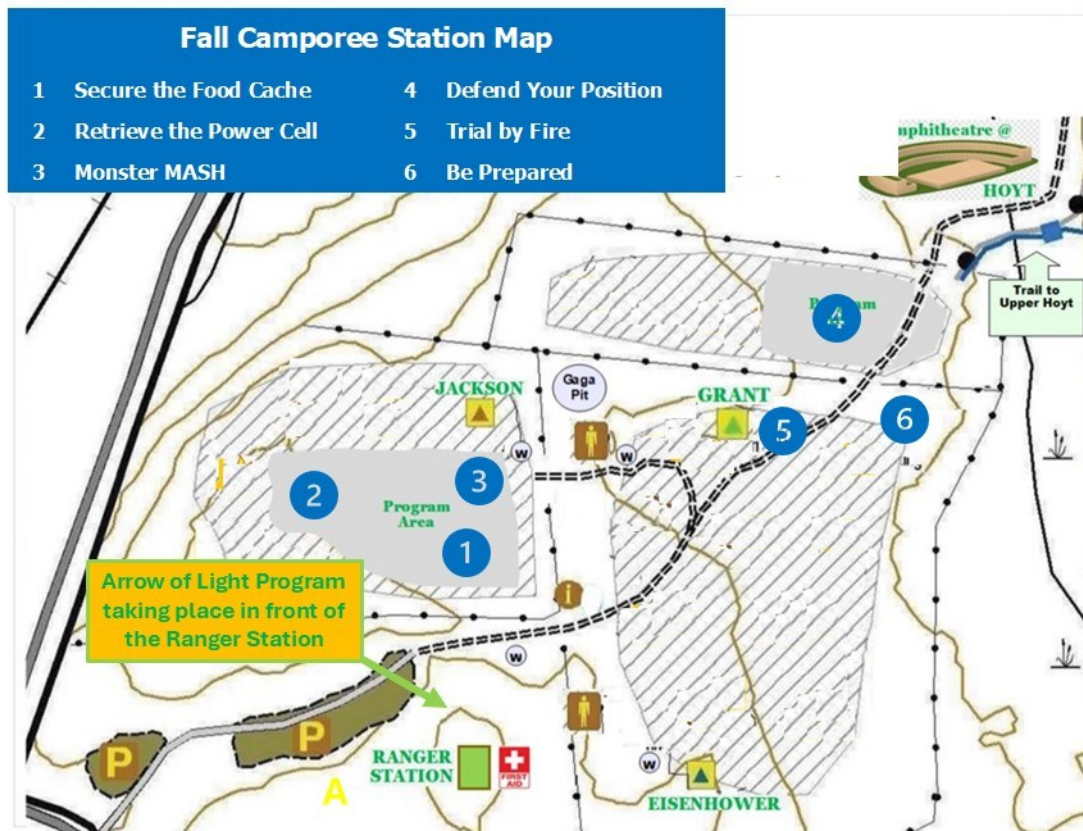
Fire pit locations are approximate; Fire pits labeled T are temporary barrels; Consider sharing fire pits if necessary

**Campsite Selection:**

- When registering, after entering participant info, click the "Select Campsite" button near "Edit Information" — this is often overlooked. Campsites are assigned Jamboree-style using map keys (not traditional Hoyt names). Use Campsite Map above.
- Camping is in Lower Hoyt; Upper Hoyt opens only for overflow or special requests (email: saugatuck-activities@ctyankee.org).
- Arrow of Light (AOLs) will be assigned to their host troop's site or given a site if camping as a Den.
- Pavilions: Not available for unit use — reserved for program areas.
- Campsite Requests: Honored in order of paid registration.

Questions:

- **Registration/Campsite/Logistics:** Charles Colfer, District Activity Chair
saugatuck-activities@ctyankee.org
- **Program:** Scoutmaster Troop 188, Ilka Neunteufel, 203-583-1657 (text preferred),
Ilka@usa.com
- **Arrow of Light Registration & Program** John Hanks, 203-219-8282 (text preferred) or
johnwhanks@hotmail.com



GUIDELINES

- ➔ **Rosters** — A full roster with names, addresses, phone numbers and emails for youth and adults must be handed in at check-in or emailed to saugatuck-activities@ctyankee.org.
- ➔ **Jackson Pavilion** will serve as **Camporee Headquarters** and **First Aid Station**
- ➔ **Health & First Aid**
 - Rob Gurliacci, Scoutmaster of Troop 35 Darien and a certified paramedic, will serve as the Camporee Health Officer. Please report all injuries — no matter how minor.
 - **In a life-threatening emergency: Call 911 first, then call Rob at 914-438-1737.**
 - First Aid location: Saturday daytime, Jackson Pavilion; Saturday overnight, Troop 35 campsite (Site N). Please call Rob's cell before coming to the station.
- ➔ Weather and/or ground conditions at Hoyt may require camping and program areas be moved.
- ➔ Campsites can be reserved online but will be finalized at check-in. Campsites are assigned on a first registered/first paid basis.
- ➔ Pavilions must be left open for program use. (The Host Troop may use the Jackson Pavilion.)
- ➔ Troops should be prepared to transport all gear in and out from the parking lot to their campsite. Vehicles are not permitted beyond the parking lot.
- ➔ Running water available near the ranger cabin & at each pavilion.
- ➔ Be Prepared and bring your own fire wood.
- ➔ **Carry out all trash. No dumpster.**

Troop Responsibilities

- ➔ Ensure all Scouts are prepared for outdoor activities in October in New England and for camping for one or two nights. This is a rain or shine event.
- ➔ Troops should carry Part A and B of the Annual Health and Medical Form and a permission form for each Scout signed by a parent or legal guardian.

SAUGATUCK DISTRICT HOYT PARKING

Entrance: 3 Marchant Rd, Redding 06896

Please place on dash so it can be seen from windshield.

Name: _____

Unit: _____

Cell Phone: _____

Please make copies for each vehicle parking at the Fall Camporee

SAUGATUCK DISTRICT HOYT PARKING

Entrance: 3 Marchant Rd, Redding 06896

Please place on dash so it can be seen from windshield.

Name: _____

Unit: _____

Cell Phone: _____