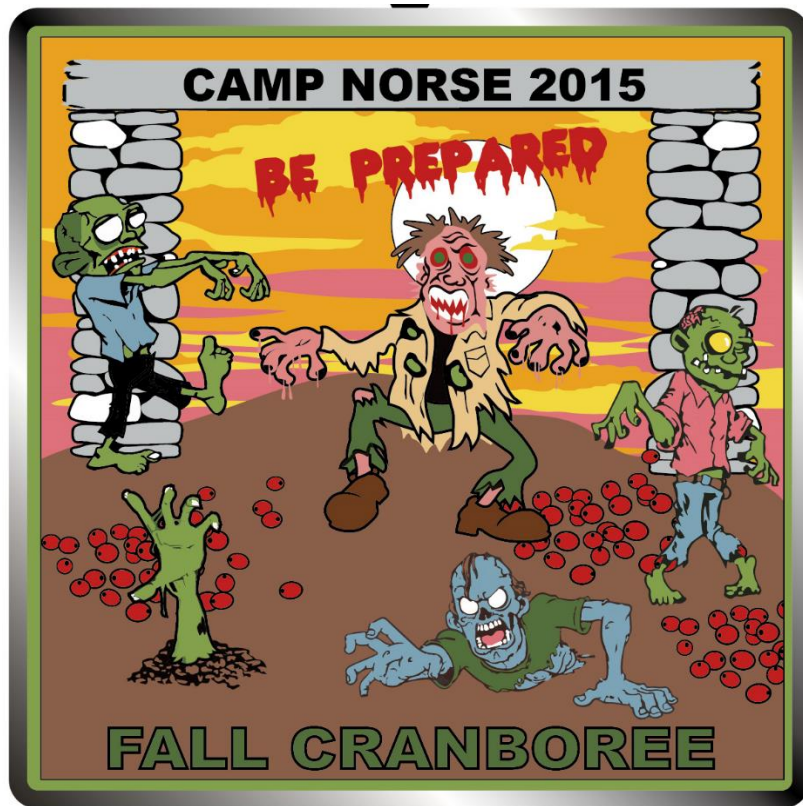


Camp Norse Zombie Encounter Fall Cranboree

**November 6-8, 2015
Camp Norse**

112 Parting Ways Rd, Kingston, MA 0236



LEADER'S GUIDE



Boy SCOUTS OF AMERICA
Camp Norse Fall Cranboree 2015

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Day 24

"The pack of dead have pushed me further into the woods. I have been on foot for a while now. I'm trying to keep some sense of time for it seems to be my only sense of reality now. I have managed to find shelter at what seems to be a Boy Scout camp. It seems pretty empty for now, but there seems to be traces of people. Supplies are hidden all over the place: almost seeming to suggest that the people weren't planning to be gone for long. Well, I'm going to try and get a good night's rest. You never know when you might be running again. I will try to write more tomorrow. Hopefully it will be a quiet night."

Is your unit brave enough to battle the Zombies? If so, look for information from the Cranboree Deployment Committee (CDC) in the coming month on how your unit can survive the zombie attack and save the world. Start getting ready now!

Do not fear, the (CDC) has declared Camp Norse a safe zone and this guide will prepare you for any zombie encounters. Please read this guide carefully and if you have questions please ask. The event is a work in progress and there will certainly be twists and turns in the organization between now and November 6. We will keep you updated.

Looking forward to seeing all the Troops there.

Brian Horn, Bryan Lovely

Fall Cranboree Event Co-Chairs

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BOY SCOUTS OF AMERICA

Camp Norse Fall Cranboree 2015

Registration

Troops should register as a unit; not individually; online at the Annawon council web site.

<http://www.annawonbsa.org/> please pay when you check in at Camp with final count with One Check. Thanks.

The cost is \$9.00 per person. Extra patches are \$2:00 each.

Please make all checks for payment out to ANNAWON COUNCIL.

Troops may arrive at Camp Norse beginning at 5:30PM on Friday evening. Please send a representative to the Administration Building with a copy of the Troop roster and payment to check-in when you arrive. A package containing the weekend's activities will be distributed after a roster and health history of ALL Scouts and Scouters is presented.

Note: Most Camp sites are large enough to contain more than one Troop and we may need to put more than one Troop in each site to accommodate all attendees. So plan on sharing Camp sites with another Troop.

If your Troop would like to run a station, or would like to reserve a campsite please contact Bryan Lovely at: bryanlovely73@gmail.com

Parking

IMPORTANT: One vehicle may proceed to the camping area for unloading, but the vehicle MUST be moved to a designated parking area afterwards.

Saturday Night Campfire

If your Troop would like to present their zombie video at the Saturday night campfire, Please submit it to Brian Horn two weeks prior to the event. (Please see below for more detail).

Friday Cracker-barrel

The SPL, ASPL and/or Scoutmaster must attend the cracker barrel on Friday night held at the Dining Hall. We be assigning patrols and providing last minute announcements and schedule changes. Snacks will be provided. All scouts are welcome.

Brian Horn

(w)617-954-5809

Bhorn2@mfs.com

(c) 508-212-4024

Bryan Lovely

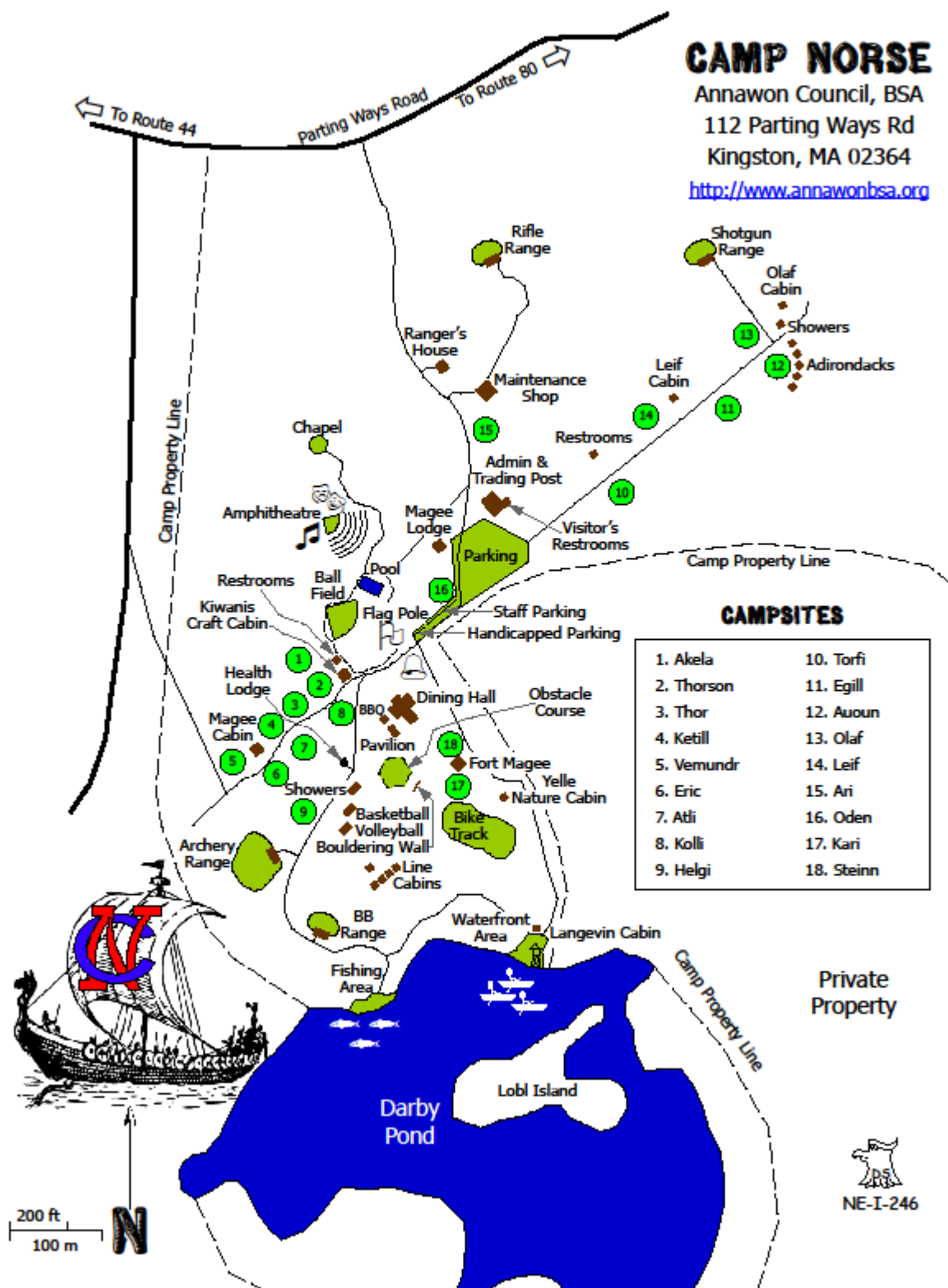
774-218-8006

bryanlovely73@gmail.com



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Camp Norse Fall Cranboree 2015





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Camp Norse Fall Cranboree 2015

Friday Night	
5:30 pm	Check-in and registration at the Admin building
6:00 pm	Scavenger hunt begins
9:00pm	Scoutmaster & SPL Meeting and patrol assignments at the Dining Hall (all welcome)
10:00 pm	Lights and fires out. Quiet in the campsites.
Saturday	
7:00am	Good Morning / BREAKFAST at your site
8:15am	Assemble at flagpoles, Opening Flags ceremony
8:30 am	Zombie patrols meet at rallying points
9:00am	Morning activities begin
12:00pm	Morning activities END
12:00-2:00 pm	Lunch & Information Stations at dining hall (lunch provided)
2:00 pm	Scavenger hunt ends
2:30 -3:30pm	Group event <i>Zombie Dash</i> .
4:30pm	Closing Flags
5:00-7:00pm	Dinner at your site
6:00-6:30pm	Zombie Cook-off
7:00 -7:30pm	Religious Services at dining hall
8:00 pm	Closing Campfire and Awards and recognitions.
11:00pm	Lights and fires out. Quiet in the campsites.
Sunday	
7:00 – 9:00am	Reveille, Troop wake up, breakfast, break camp
By 10:30am	Break camp. Remove all trash from Site. Leave No Trace



UNIT# OR GROUP# _____ COMMUNITY _____

LEADER'S NAME _____

Facility or Tent site _____ Date(s) _____

YOUTH PARTICIPANTS

[illegible]

ADULT PARTICIPANTS

[illegible]

Total Adults



BOY SCOUTS OF AMERICA

Camp Norse Fall Cranboree 2015

Cranboree patrols

Three groups of patrols will be formed **Saplings** – Scout and Tenderfoot's **Breathers** – 2nd class and 1st class scouts and **Chasers**– Star and Life Scouts. Each patrol will consist of eight -nine scouts with a mix of scouts from all the troops participating. To aid in the buddy system two scouts from the same troop will be assigned to a patrol. If you have an odd number of scouts, a 3rd scout may be added. The SPL will need to fill out a patrol selection card for each pair of scouts indicating the scouts name, rank and troop. Patrols will be chosen during the cracker barrel Friday night by random draw.

Saplings (scout & Tenderfoot)	Breathers (2 nd class & 1 st class)	Ghouls (star & life)
(Circle one above)		
Troop:		
Scout:		
Scout:		

Adults and Eagle scouts may participate and may form their own patrols.

Patrol Emphasis

The Cranboree is a Patrol competition—not an individual competition! It is not an evaluation of the knowledge and skills of the patrol leader or any other individual within the patrol. Only Patrol awards, not individual awards are earned. The most successful Patrol or Patrols will be found at the Camporee doing the following:

- Applying the Patrol Method
- Expressing Scout Spirit
- Working Together

Zombie Patrol and Zombie Troop Assignment:

We will form 4 zombie troops from the zombie patrols. Each troop will be identified by a colors, **blue, red, yellow and green**. The number of patrol assignment card for each patrol type, **Saplings, Breathers and Chasers** will be divided by 4 so that there is an even distribution of each patrol type in each troop. For example if there are 20 patrol assignment cards for Saplings, the first 5 patrols will be assigned to the **blue troop**, the next 5 to the **red troop** and so on. We will place a matching colors sticker on their patrol assignment card. Each member of a troop will be given a matching colors arm band and they should where during the events and to the closing camp fire.

Each zombie patrol will be designated by a patrol number. At the same time we assign the troop to a patrol assignment card we will assign the patrol number, with an average of 6 scouts per patrol. Each patrol type will be given a head band, **purple** for **Saplings**, **orange** for **Breathers** and **pink** for **Chasers**.



BOY SCOUTS OF AMERICA

Camp Norse Fall Cranboree 2015

Once all the zombie patrols and troops have been assigned, we will sort the card by scouts troop for the SPL to pick up and distribute to their scouts. It is advisable that you make a record of their patrol and troop assignment before handing out their assignments.

Finding your patrol:

You should wear your appropriate armband and head band to opening flags. In each corner of the field there will be a zombie troop flag matching the color of your troop. Scouts should rally to their to their troop flag after opening flags and congregate by zombie patrol type and then start forming up by patrol. There will be an SPL at each zombie troop rallying point to help you find your patrol.

Zombie Video

Each troop is encourage to create a 2-3 minute zombie themed video. The video should start with a brief announcement of what troop you are and where you are from. All videos must be scout appropriate and we encourage you to review the social media guidelines referenced below. The video should be in MPEG-4 format and submitted to Brian Horn 2 weeks prior to the event. The CDC reserves the right to censor any videos it does not deem appropriate.

Be creative! <http://www.scouting.org/scoutsource/Marketing/Resources/SocialMedia.aspx>



























































































































In the likely event of a Zombie Apocalypse, you want to be prepared. You need a ready-to-go, fully stocked survival kit. Each Scout will have the opportunity to assemble their own kit and will obtain one piece of the contents as they visit each activity station. This kit is compact and lightweight, you can keep it in your pocket and carry it at all times when camping!

	Whisille		Compas	Foil	
Other 1	<p align="center">2015 FALL CRANBOREE</p> <p align="center">Zombie Ration Card</p> <p align="center">BE SURE AND BRING THIS CARD WITH YOU TO EACH STATION</p>				Fish Hook
Lunch	<p>This card is issued to protect our regular customers during the zombie invasion. This is to ensure that due to the shortage of supplies that every scout gets a minimum allotment of rations.</p>				Snare Wire
	Matches	Safety Pins	Duct Tape	Band aids	

Snare Wire 8'
Whistle
Survival Cord 10'
Mini Compass
Duct Tape 3'
Foil Cup (extra heavy duty aluminum foil)
Band-Aids
Waterproof matches (3 per)
Fishing line & hook
Safety Pins (3 per)

The Cranboree is not a competition in which there is a winner declared, but an opportunity to achieve a standard set up by the Cranboree Deployment Committee (CDC). All Patrols have an equal opportunity to earn recognition by striving for the top standard in scouting skills. The goal of the weekend is to acquire enough vaccines so that you don't turn into a zombie!

Camp Norse, 2015 Fall Cranboree Immunization Card	
Vaccine	Infectious Byte
	
	
	
	
	
	
	
	
	
	
	
	
	
	
	
	
	
	
	
	
	
	
	
	
	
	
	
	
	
	
	
	
	
	
	
	
	
	
	
	
	
	
	
	
	
	
	
	
	
	
	
	
	
	
	
	
	
	
	
	

Be careful you may get an infectious byte, zombies may appear at any time and not where you expect them.

There will also be times when you may randomly be able to acquire vaccines or bytes if you are willing to try your luck.

At the closing camp fire you will need to tally up the total number of vaccines and bytes you have acquired throughout the day and subtract bytes from vaccine total.



BOY SCOUTS OF AMERICA

Camp Norse Fall Cranboree 2015

Events

Dying of Thirst – hosted by T64 Location: Flag Field

Morning activity: 9:00 am – Noon

Judged on the amount of water in the bucket

Each patrol member will make a survival cup and then will take turns filling up a cup with birdseed, race to the bucket to empty it and return to the start.

Survival Kit: Aluminum foil. Each scout will be given a 1' x 1' square of extra heavy duty aluminum foil. Using the instructions found in appendix a. they will fold there foil into a cup shape. Scouts will get one stamp for successfully completing their cup. You should also stamp their ration card to indicate their survival kit items has been distributed. Any scout observed being helpful to other members of their patrol may be awarded an extra stamp at the leaders discretion. After completing the scouts are encouraged to unfold the cup and refold it into a 3" x 4" rectangle for easier placement into their survival kit.

Running the station: Three stations should be set up so that multiple patrols may compete at the same time. For each station place a 5 gallon bucket full of birdseed at the starting line. At the far end of the station, approximately 25-50' away place a one gallon pail with lines drawn on the inside at 1" intervals. Only one scout from each patrol may run the course at a time and must tag the next member of their patrol, waiting at the start line before the next scout can begin. Each patrol will be given 5 minutes to run the course and the goal is to see how much water they can transfer from the 5 gallon bucket into the pail. Feel free to adjust the distance and the level of the lines so that most patrols achieve filling the bucket mid way. Higher points are given for reaching the top line.

Points:

Completing their foil cup: One stamp for each scout in patrol

Filling to first line: one stamp per scout in each patrol

Filling to second line: two stamps per scout in each patrol

Filling to third line: three stamps per scout in each patrol

Materials:

3 five gallon buckets

3 one gallon pails

Permanente marker to mark lines on pail

One scoring stamp marker (provided by the CDC)

Bags of bird seed (provided by the CDC)

Roll extra heavy duty foil (provided by CDC)

Table (used for the scouts to rest the foil on while they are folding there cup)

Laminated folding guide (provided by CDC)

Pocket folding instructions to be sorted in their survival kits for future reference (provided by the CDC)

Cones or tape to mark starting and finish line.



BOY SCOUTS OF AMERICA

Camp Norse Fall Cranboree 2015

Set them ablaze - hosted by T4 Location: **Fire Pit Next to Dining Hall**

Morning activity: 9:00 am – Noon

Judged on burning a string above the fire.

One of the best methods to kill a zombie is to set them ablaze. To test that you can build a fire when the time comes, build and light a fire and burn the string above. Extra points if you can start the fire using a method other than matches or lighter.

Survival Kit: matches Each scout will be give 3 matches to add to their survival kit. Stamp their ration card to indicate their survival kit items has been distributed.

Running the station: Three stations should be set up with a fire ring at each station. Using the tinder provided each patrol must start a fire and burn the string suspended above the fire. If you choose you may set up three sets of strings above each fire and award points based on the number of strings burned. This is not a timed event, however the scouts should manage their time and weigh the success of completing this station against allowing time to participate at other stations.

If the scouts choose to try and start their fire without matches, you may award extra points.

Points:

Fire started:	One stamp
Burn first string:	Two stamps
Burn second string:	three stamps
Burn third string:	four stamps

Materials:

- Fire safety buckets filled with water
- Tinder
- Kindling
- One scoring stamp marker (provided by the CDC)
- Jute twine
- Fire piston
- Fire sparker
- Flint and steel
- Steel wool and 9 volt battery.
- 6 stakes to suspend twine from



BOY SCOUTS OF AMERICA

Camp Norse Fall Cranboree 2015

Have they turned - hosted by T51 Location: Fort Magee

Morning activity: 9:00 am – Noon

Judged on the number of incorrect items identified

One of the most important survival skills required during a zombie outbreak is being able to identify scout that has recently turned into a zombie. The first sign this has happened is that are not dressed in their full uniform. See if you can spot what is out of place.

Survival Kit: duct tape

Survival Kit: Duct tape Each scout will be give 2' of duct tape to add to their survival kit. They should roll their tape into a 3" folds so that it fits flatly into their kit. Stamp their ration card to indicate their survival kit items has been distributed.

Running the station: Setup an enclosure so that the scouts cannot see the scout leader inside. This can be a tent or a trap hung so the scouts cannot see behind. One of the scout leaders is dressed in their uniform and may if they wish apply makeup so that it appears as if they are starting to turn into a zombie. Several items on the leaders uniform should be out of place, we suggest 10 items.

Examples might be:

Wearing one green applet and one blue.

Wearing a patch upside-down

Shirt buttoned off kilter

Neckerchief worn backwards.

When the patrol is ready a non zombie leader should explain what is about to happen and tell a little tale of what happened to the zombie leader and that he is starting to turn into a zombie. The zombie leader will come out from the enclosure and the scouts will have 3 minutes to observe what is wrong with his uniform. After 3 minutes the zombie leader will return to the enclosure and the patrol will have 5 minutes to write down as many items as they can remember were out of place. You may want to have the patrols waiting to participate in the event at a location where they cannot observer what is happening so they don't get a pre-glimpse of the zombie leader. Multiple patrols may participate at one time at your discretion.

Points:

Identify 5 items: 1 point

Identify 6-8 items: 2 point

Identify 9-10 items: 2point

Adjust the number of items and points as you see fit, points should be consistent for all patrols.

Materials:

Tent or tarp for enclosure

One scoring stamp marker (provided by the CDC)

Makeup for leader about to turn into a zombie

Note: We will need zombies during the zombie dash. If some of your leaders have chosen to become a zombie for this event and would like to assist in the zombie dash, we can use you. Please let Bryan or Bryan know in advance so that we may plan accordingly.



BOY SCOUTS OF AMERICA

Camp Norse Fall Cranboree 2015

Infection - hosted by TBD Location: TBD

Morning activity: 9:00 am – Noon

Judged on correct First Aid practices.

Survive the Zombie raid if you dare. There will be 5 injuries that need to be diagnosed and treated in 5 minutes before the hoard of undead come back. (Will need costumed victims and Certified First-Aider will be needed)

Survival Kit: Band-Aids Each scout will be give 3 Band-Aids to add to their survival kit. Stamp their ration card to indicate their survival kit items has been distributed.

Running the station: One of the leaders pretends to have been recently attacked by a horde of zombies. Each patrol must identify and treat the leaders injuries. If you wish the injured leader may wear makeup to signify some of their injuries. If you wish and additional leaders are available they may dress up as zombies and after the 5 minutes, pretend to attack the patrol. You may want to have the patrols waiting to participate in the event at a location where they cannot observe what is happening so they don't get a pre-glimpse of the injured leader. Multiple patrols may participate at one time at your discretion.

Points:

You may award each member of the patrol up to 5 points based on your deaccession based on the number of wounds identified and treated. This is a patrol competition so all members of the patrol get the same number of points.

Materials:

One scoring stamp marker (provided by the CDC)
Makeup for wounds and zombies

Note: We will need zombies during the zombie dash. If some of your leaders have chosen to become a zombie for this event and would like to assist in the zombie dash, we can use you. Please let Bryan or Bryan know in advance so that we may plan accordingly.



BOY SCOUTS OF AMERICA

Camp Norse Fall Cranboree 2015

Stop the Zombies - hosted by T17 Location: **Admin**

Morning activity: 9:00 am – Noon

Judged on number of target knocked over

Test your skill with a zombie nerf gun and see how many targets you can knock over.

Survival Kit: Wire Each scout will be give 10' of wire and a bobbin to add to their survival kit. Cut 10' of wire off of the spool for each scout and have them wind it around the bobbin before placing it in their survival kit. Stamp their ration card to indicate their survival kit items has been distributed.

Running the station: Set up a two sawhorses with a 2x4 between them. Line the 2x4 with plastic pumpkins. Mark off the firing line 25' from the targets. Some of the pumpkins may be filled with various substances to make them more difficult to shoot off. Each patrol must choose one scout as the shooter and will have one chance to load his zombie blaster and shoot as many pumpkins as he can.

If a scout has brought his own zombie blaster that he won as a prize for selling popcorn, he can win additional points but cannot use it for blasting.

Several of the targets will have a sticker on the bottom. If one of the targets is knocked over the patrol may choose to spin the spinner for extra points. Beware, some of the spaces on the spinner are marked with bytes and they may get infected instead.

Points:

1-3 targets knocked over:	1 point
4-8 targets knocked over	2 points
9-12 targets knocked over	3 points
Bonus points or bytes:	based on the spinner

Materials:

One scoring stamp marker (provided by the CDC)
Two saw horses (provided by the CDC)
One 2 x 4 (provided by the CDC)
One 5 gallon bucket
5 water jugs filled with water
15-20 medicine bottles, painted black (provided by the CDC)



BOY SCOUTS OF AMERICA

Camp Norse Fall Cranboree 2015

Supply Run - hosted by T22 Location: **Obstacle Course**

Morning activity: 9:00 am – Noon

Judged on

Test your skill

Survival Kit: xx Each scout will be give.

Running the station:

Points:

1-3 targets knocked over:	1 point
4-8 targets knocked over	2 points
9-12 targets knocked over	3 points
Bonus points or bytes:	based on the spinner

Materials:

One scoring stamp marker (provided by the CDC)

Two saw horses (provided by the CDC)

One 2 x 4 (provided by the CDC)

One 5 gallon bucket

5 water jugs filled with water

15-20 medicine bottles, painted black (provided by the CDC)



BOY SCOUTS OF AMERICA

Camp Norse Fall Cranboree 2015

Tomahawks - hosted by T79 Location: **Archery Range**

Morning activity: 9:00 am – Noon

Judged on number of tomahawks that hit the target

Test your skill with a throwing tomahawk and see how many targets you can hit.

Survival Kit: Wire Each scout will be give 10' of wire and a bobbin to add to their survival kit. Cut 10' of wire off of the spool for each scout and have them wind it around the bobbin before placing it in their survival kit. Stamp their ration card to indicate their survival kit items has been distributed.

Running the station: TBD

Points:

TBD: 1 point

TBD 2 points

TBD 3 points

Bonus points or bytes: based on the spinner

Materials:

One scoring stamp marker (provided by the CDC)



BOY SCOUTS OF AMERICA

Camp Norse Fall Cranboree 2015

Information Stations - Location: Dining Hall

Lunchtime activity: Noon – 2:00 pm

Find out some exciting information about scouting and survival skills.

Lunch will be provide, be sure to bring your ration card. Additional supplies for your survival kit may also be available.

We will be providing lunch!

We have reached out to several local sporting/camping goods store in our area and hope to have representatives from their store come and share with us the opportunities they offer related to gear and outdoor programs. Scouts will get extra points for each information station they visit.

If you have a scouting related activity and would like us to set aside a table for you to share your message, please let Bryan or Brian know in advance.

Vaccines or Bytes: We are planning on have a surprise opportunity for scouts to earn extra points, but be careful they may end up getting bytes instead.

Station	Contact
Survival Knots	Steve Cobb
LL Bean	Scott
REI	
Bass Pro Shops	
Cabela's Retail Store	
Eastern Mountain Sports	
NYLT	Jim Gillogly
Jambo	Barry Pond
Narragansett – General	
Narragansett - Camps	
Ice Climbing – New England base camp	Mark Archambault
Kayaking	Dan ?
Fly Tying	Jim Eno ?



BOY SCOUTS OF AMERICA

Camp Norse Fall Cranboree 2015

Zombie Scavenger Hunt: - Location: entire camp

Time: 6:00pm Fri – 6:00 pm Sat

Scour Camp Norse for items to help you survive, there are three ways to earn points:

1. **Picture Items** - snap a picture of the item, do not bring item to Judges! NO Google! Picture must be taken during Cranboree!
2. **Collect items** - find it and bring it to Judge
3. **Card Items** - find a random index card hidden in activity stations, bring to judging

To earn points your items must be brought to one of the judges. Be careful some items may be infected and cause you to get bytes.

Judging times:

1:30 – 2:00pm Sat, Dining hall

5:00 – 6:00pm Sat, Dining hall

Be sure to have scouts bring their phones to take pictures and have your SPL pick up the scavenger hunt list at check-in.

Points:

1-5 items found:	1 point
6-10 items found:	2 points
11-15 items found:	3 points



BOY SCOUTS OF AMERICA

Camp Norse Fall Cranboree 2015

Zombie Dash – Location-**Start:** Behind maintenance bldg, **Finish:** Flag field

Afternoon: 2:30pm

Goals

- Each Scout will be wearing 5 flag football flags. (They may not tie them to their belt and must be attached so that they can easily be removed if tugged.
- Scouts's goal is run the gauntlet of zombies without losing their flags
- Zombies will attempt to block the path and grab flags.
- Scouts will need to check in at finish line to have scores updated.

Rules

- Scouts must stay on road/marked path
- Scouts must run with a buddy! Do not leave him behind
- No physical contact: Zombies will be grabbing for flags and that will be the extent of challenge.. There should be no pushing, shoving, blocking, tripping, tackling etc.

You'll be given five "life strips" to tuck in your shorts or pants, if you want them. (If you're a bit freaked out by this format, just run without them and the zombies won't reach for you.). For each one you keep safe until you exit the quarantine area, you'll get an extra vaccine point No worries if you lose the five strips; you are not disqualified. Just keep running and enjoy the experience of running the most unique night race ever held.



The Race: The race will begin in waves and will run up the road, behind Magee Lodge and into the Flag Field. The route will be marked with flags, cones and signs. Watch out for obstacles and do not forget to tie your shoes!

ZOMBIES NEEDED: We need several adults to act as zombies! We would encourage you to don zombie attire, however this is not required to volunteer. Please see Bryan or Brian if you would like to participate. We will also need several adults at the finish line to help score the scouts. Please keep in mind that zombies are half dead and cannot run, they may only lunge towards the scouts in order to pull one of their life strips.



BOY SCOUTS OF AMERICA

Camp Norse Fall Cranboree 2015

Post-apocalyptic Cook-Off - Location: Dining Hall

Judging: 6:00 – 6:30 pm

Judged on Taste, Creativity and the most unique supply of food ingredients

Cook a meal, or desert using only ingredients found in a post-apocalyptic world. It is assumed that no fresh ingredients would be available and that only dry and canned foods may be used.

- Your food must contain cranberries in some shape or form
- The cooking method must be scout safe.
- You must be able to explain to the judges how your food was cooked and the ingredients
- You have all day to cook your food but must be presented to the judges at the dining hall by 6:00 pm.
- You may not cook your food in advance and merely heat it up at camp

We need adults to help us in judging the cook-off, if you are interested, please contact Bryan or Bryan.

Closing Campfire - Location: Dining Hall

Evening activity: 8:00 pm

Opening

Zombie Video

Human or zombie

All scouts should bring their score card and emergency whistle to the closing campfire. Scouts will tally up their score to see who has turned into zombie and who is still human. (see section above for scoring)

Whistle song

Troop participation ribbons

Message from you chairmen