2017 Chill Out

February 24-26, 2017
Camp Roosevelt
45 Camp Roosevelt Rd., Eddington, Maine
Hosted by Troops 235 & 34

Calling all Troops and Packs!

Camp Roosevelt has been invaded by Zombies. Your mission, should you choose to accept it, is to save Camp Roosevelt! Troops/patrols will participate in a series of activities that will earn them ingredients to create a Zombie antidote. With those ingredients, you will be tasked with creating an antidote that will change back our newly Zombified staff and campers. Are you up for the challenge? Packs and dens join us on Saturday to participate in cub scout activities that will earn them a piece to a secret puzzle. See if your pack/den can collect all the pieces to complete the puzzle! These activities will go on, rain, snow or shine...not to mention cold...it is the Chill Out you know! There will be a concession stand open in Pamola lodge on Saturday. There will be plenty of bakery items, oatmeal, chips, pastas, beans, hot/cold drinks, etc. This is put on by scouts (and parents of scouts) who are raising money to attend the 2017 National Jamboree. All proceeds from concessions go toward their trip.

Activities Include:

- Classic Boy Scout Skills done Zombie-Style: Knot Tying, Fire Building (with a variety of materials), Lashing, Cooperation Challenges, First Aid, Scouting Trivia, Orienteering---each completed skill/activity earns an ingredient to be used in the Zombie antidote cooking contest!
- Lots of Cub Scout activities involving cub scout skills, knowledge and fun cooperation!
- Giant Sled Run (created by Ranger Bud---snow permitting--bring your own sleds!)
- Native American Flute Playing and Story Telling
- Two-person tree sawing
- Beach Zombie ball (like volleyball) and Zombie snowman contest (bring supplies to Zombify)
- Historical Committee will have patch display--scouting in Maine '55-'72. They will also have Klondike and Winter stuff for display and trade.
- Campfire Program-All units are encouraged to join in with a skit, song, cheer--sign up at cracker barrel
- Troops can also spend time exploring Camp Roosevelt with a hike in the winter

****New this year:** We will be having a Dutch oven dinner on Friday night for those who would like to participate. This is an opportunity for your scouts to get experience cooking with Dutch ovens. We have many scouts eager to share their cooking creativity with others. There will even be Dutch oven desserts. This opportunity provides a hot meal for your troop on Friday night without the hassle of trying to get camp, quickly set up and then cook dinner. Troops can arrive at camp, set up their own campsites and then join the cooking stations that will be ready for cooking at 5:00pm. Dinner will be at 6pm. Don't worry if cannot get to camp in time to help cook, feel free to just enjoy the meal! The fee for this meal is $5 per person. We do need to know ahead of time who will be participating so that we can purchase enough food. Any proceeds made from this activity go to the 2017 Jamboree scouts who are helping to put on this event.

Camporee Cost: $10 per Scout (includes patch, scouts can purchase extra patches at event for trading)
$5 per person for Dutch Oven cooking experience/meal on Friday (optional)
$5 per adult (includes optional patch)

Please Register by February 12th through Tentaroo at:
Chill Out link: https://forms.tentaroo.com/view.php?id=1062211

Contact: Betsy Bradley SM Troop 235 for more info – betsy.lewis.bradley@gmail.com or call 299-0460.

Just a few more details…..

Registration

All units and/or individuals must pre-register to allow for an accurate headcount for proper planning and staffing of Chillout Activities. Registration will be through Katahdin Area Council website. If you are having any difficulties with registration on the website, please contact Betsy Bradley at betsy.lewis.bradley@gmail.com and we will be able to help you register. Please register by February 10th if possible so we can plan for the numbers of scouts we will have. Payments can be made using the website upon registration. If payment is not made at time of pre-registration, please bring it with you to check-in.

Check-In & Check-Out

Check-In and Check-Out will both be located at the Zombie Hunter's Hut at Pamola Lodge. IT IS EXTREMELY IMPORTANT FOR SAFETY REASONS THAT EVERYONE CHECK-IN WHEN ARRIVING AND CHECK-OUT BEFORE DEPARTURE. Check-in times will begin at 3:30PM on Friday, February 24th, and again at 7:30AM on Saturday, February 25th. Check-out will be available directly after the Scout's Own service Sunday morning. Please see a staff member to help you check out of your campsite. As with all scouting outings, please remember to practice Leave No Trace.

To make the weekend activities as trouble-free as possible, all Chill Out Staff Members will be wearing a recognizable event staff marker (hat, armband, other) for easy identification.

Safety

Safety of yourself and others is one of the most important things to pay attention to if you want to have an enjoyable weekend! We have outlined the following Safety Measures:

I. First Aid Kits will be located in the bottom of the Health Lodge as well as in the Pamola Lodge. We require that ALL units bring their own First Aid Kits for their campsites.

II. A Health Officer will be on duty at the Health Lodge or Pamola Lodge should you require aid.

III. Health Forms (Part A & Part B) must be with leader.

III. All activities will take place in accordance with the BSA Publication – A Guide to Safe Scouting.

IV. Day hikes and treks will be allowed only as weather permits. Troops/patrols planning to hike must file a trip plan, reviewed and signed by their leader. Please file all trip plans at the Zombie Hunter's Hut inside Pamola Lodge. The trip plan form is attached to this packet.

V. Ice fishing will be permitted if there is a safe depth of ice. It will be determined by Cracker Barrel meeting on Friday night if ice fishing will be permitted. Please bring own equipment for ice fishing.

VI. Units staying overnight should have proper training and ensure all participants have proper clothing, gear, and maturity for cold weather activities.

VII. Buddy system should be adhered to at all times.

VIII. If we are so fortunate to have enough snow so Ranger Bud can make us a toboggan run, we ask that, if your scouts are at the activity, that you help in monitoring it for safety. Thank you.

Camp Sites & Facilities

The Peter Vigue Center (the new Dining Hall) will be closed for the weekend and is off limits. The Pamola Lodge (the old Dining Hall) will serve as logistics HQ (at the Zombie Hunter's Hut). A fire will be ongoing at Pamola Lodge during the daytimes. This is a great place to warm up, however the official warming hut for cold scouters/leaders will be downstairs at the Health Lodge. The Health Lodge will be warm and available day and night.

Parking will be limited to the Peter Vigue Parking Lot. One vehicle (and trailer) may temporarily enter the Pamola Lodge area. Scouts can then unload the vehicles and trek gear to their campsites. Once unloaded, we ask that all vehicles please return to the parking area to allow for emergency vehicle access to the Pamola Lodge area if needed.

Troops will be assigned a campsite unless a specific one is requested. If you have a request or need for a specific campsite, please contact Betsy Bradley at betsy.lewis.bradley@gmail.com. Campsite requests will be handled on a first come, first serve basis so book your campsites early! There will be no flush toilets available. There are Kybos located at various places around camp.

Water to fill your jugs for drinking and washing is available from an outdoor water spigot on the left side of the Health Lodge.

Day hikes and treks will be allowed only as weather permits. Troops/patrols planning to hike must file a trip plan, reviewed and signed by their leader. Please file all trip plans at the Zombie Hunter's Hut inside Pamola Lodge. The trip plan form is attached to this packet.

Ice fishing is a fun activity at Camp Roosevelt and will be permitted if ice depth is deemed adequate. An announcement will be made at the Cracker Barrel meeting as to the condition of the ice.

Cracker Barrel Meeting
There will be a Cracker Barrel meeting downstairs of the Health Lodge on Friday night at 8:45pm. Scoutmasters and SPLs should attend or send a representative from your unit. Important and up-to-date information for the weekend will be given there, so it is important that leaders attend.
Location of all Chill Out events will be available at this time. Rules of the events and challenges will be discussed.

Campfire Saturday Evening
Part of the Scouting experience dating all the way back to Baden-Powell is the Campfire. This is an age-old practice where all Scouts sit around a blazing fire and share in the Spirit of Scouting. Tales of heroism, poems of Scouting, a traditional campfire song, or a skit to show off your humorous ways are all par for the course. While we won't ask that every unit prepare a skit, song, or cheer, we ask that everyone attends the Chill Out Campfire. Please see the attached campfire form to use in planning your skit, song or cheer. Forms can be handed in upon registration or at the Cracker Barrel meeting. Use of this form will inspire your unit to plan their performance ahead of time so they can be prepared with any props they might need!

Scout's Own Service
Bruce Young will be with us at 8:30am Sunday morning to celebrate a Scout's Own Service. Remember, a Scout is Reverent. We ask that all units please make the effort to attend our Scout's Own Service and Closing Ceremony. Patches, Event Surveys, and Unit Check-Out will be handled directly afterwards. (Please remember to see a Staff Member who will inspect your campsite and help you check out.)

Equipment
This list is designed for a Scouting event scheduled for February in Maine. It is a guideline only and each Scout should "Be Prepared" in the event of varying snow cover, rain, unpredicted temperatures, and changing weather forecasts. Two years ago we had tons of snow and minus 20 temperatures Friday night. Last year we had mud and rain. Please have scouts be prepared for all kinds of weather.

Zombie Hunter Equipment
o Scout Shirt (for arrival, opening ceremony, campfire & Scout's Own service)
o Boy Scout Handbook (in a waterproof bag)
o Water bottle or Canteen
o Mess Kit labeled with your name
o Flashlight with extra batteries
o Bedding

o Sleeping bag – designed for temperatures expected during the Chillout
o Sleeping pad (optional)
o Old blanket – to put over sleeping bag for extra insulation (optional)
o Pillow (optional)
o Ground pad
o Waterproof stuff sack for sleeping bag
o The ten essentials

Zombie Hunter Clothing
The key to cold weather camping is to stay warm and dry. Bring both light and heavy weight clothing in order to layer if the weather is cold. For underwear and socks, bring at least one change per day. Remember these words "Cotton kills!" It really does. It's not warm at all, wet or dry.

o Underwear
o Lightweight (wicking) socks
o Heavy weight (wool, preferably) socks
o Long, thermal underwear – at least one pair
o Hooded sweatshirt/fleece pullover and sweatpants
o Long pants
o Long sleeve shirts
o Warm coat or jacket – suitable for cold weather
o Stocking cap
o Gloves and/or mittens--2 Pair in case one gets wet!
o Winter boots
o Extra Pair of footwear –A spare pair of boots is advised as active kids tend to get wet boots in the winter...wet feet make cold scouts; cold scouts have a miserable day stuck inside the lodge!
o Rain gear

Other items
o Back pack, duffel bag for personal gear
o Lip balm (Chap stick) – to help dry lips in windy weather!
o Toothbrush & toothpaste
o Soap
o Deodorant
o Wash cloth
o Towel

Gear needed for the Boy Scout Activities:
A sled to carry around your gear (and to go sledding!), 5 lengths of rope varying between 6-12 feet (suitable for lashing), Boy Scout 10 essentials, a tarp or blanket (at least 6'X8'), scout handbook (can be used as reference in all activities), three or four 5-6 foot staves

Optional Gear for Activities
❖ Sleds
❖ Snowshoes
❖ Ice Fishing Traps and bait (An announcement will be made during Cracker Barrel meeting that the ice is safe to go on and ice fishing will be permitted)

Detailed list of activities is on the following pages.

Chill Out 2017

Schedule of Activities

Friday, February 24th

3:00pm Unit Check-in Begins in Pamola Lodge at the Zombie Hunter's Hut

5:00pm **Dutch Oven dinner cooking experience** begins for those who would like to participate. Scouts (and leaders) can participate in cooking in Dutch ovens with experienced chefs and then enjoy the meal! Dinner will be enjoyed at 6pm. Cost is $5 per person. This event will take place at the Pamola Lodge Pavilion.

7:00pm - Movie in Pamola Lodge (rated PG)

8:45pm - Cracker Barrel Meeting for Senior Patrol Leaders and Scout Leaders (Downstairs in Health Lodge)

10:00pm Quiet hours begin

Saturday, February 25th--CONCESSIONS will be available from 7:45am to 6:15pm---coffee, breakfast baked goods and oatmeal will be available in the morning as well as snack, lunch and dinner options throughout the day. The concession stand is brought to you by the scouts (and scout parents) who are working to earn their way to the 2017 National Jamboree. All proceeds will go toward their fundraising.

Breakfast by Unit

7:30am - Check-in begins for Boy Scouts

8:30am - Opening ceremonies and Flag-raising

9:00am - Check-in for Cub Scouts

9am-12pm - Chill Out Activities

12-1:00pm - Lunch by Unit

1:00-4:00pm - Chill Out Activities Continue

4:00pm - Activities and dinner by units

6pm - Zombie Antidote Cook-off Contest (Use ingredients obtained during activities and any you wish to add to make a dish--dessert or entree--good enough to transform a zombie back into a human)

6:30pm - Patch Trading in Pamola Lodge

7-8:15pm - Campfire Activities & Awards (each unit is encouraged to share songs, skits & cheers)

8:15pm - Immediately following the campfire, there will be opportunities for board games for those who are interested until quiet hours.

10pm - Quiet hours begin

Sunday, February 26th

Breakfast and Clean up by Unit (Hot coffee will be available in Pamola Lodge beginning at 7:30am)

8:30am Scout's Own Service in Pamola Lodge

Check-out will be available immediately following the Scout's Own Service in Pamola Lodge. Please see a staff member to help you check out of your campsite. As with all scouting events, please practice Leave No Trace. Upon site inspection, you will be given your patches. Thank you for joining us!

Boy Scout Activities (Saturday's Events)

****Scouts will earn an ingredient to the Zombie antidote for each activity they participate in.****

Zombie Shelter---Zombie Proof your shelter building skills!

Zombie Jeopardy---Test your scouting knowledge by answering questions Zombie Jeopardy style!

Zombiestacle Course---Work together as a patrol to make it through the Zombiestacle Course featuring feats of physical skill, coordination and cooperation.

Knot a Zombie---Demonstrate your knot-tying abilities to join the Zombie Hunters. Warning---this will be a unique knot-tying activity not only testing your knot-tying knowledge and skill, but also your ability to work together!

Zombiefire---You are ready to take on the Zombies and must lure them in with fire. How many different ways can you create an ember using a variety of materials provided?

Zombie Steal---A bucket containing a vital ingredient to the Zombie Antidote has been stolen by the Zombies. Can your patrol lash together a tool that will retrieve the bucket back?

Zombie Find---Put your orienteering skills together to recover a crucial ingredient in making your Zombie Antidote. (Troops/patrols need to bring at least one compass...more is better!)

Zombieathlon---Does your patrol have what it takes to work together to neutralize a Zombie? Snowshoeing, building an antidote launcher...this feat of strength, speed and stamina will test your abilities….and be tons of fun!

Zombie Repair---Does your patrol have the basic first aid skills to help an injured fellow zombie hunter? Patrols should be prepared with basic first aid supplies suitable for injuries in the woods.

Zombie Antidote---use all your ingredients to make your Zombie Antidote. Bring it to Pamola Lodge to see if you are successful in curing Zombified scouts!

Other Activities Offered (some are weather/snow permitting):
Zombie Sled Run (designed by Ranger Bud--bring a sled!)
Zombie Snowman contest (bring your own supplies to zombify your snowman)
Snow beach zombieball games (like volleyball)
Native American Flute Playing and Story-telling
Two-Person Log Sawing
Zombie stake-out station---build a seat to help you spot incoming zombies. Use rope (that you supply) to make the seat between trees (no more than 3 1/2 feet off ground and must be taken down before checking out---Leave No Trace).

Equipment required to complete the challenges (we will have some extra supplies available, but it would help the challenges run smoothly if troops brought their own): A sled to carry around your gear (and to go sledding!), at least 8 lengths of rope varying between 6-12 feet, boy scout 10 essentials, a tarp or blanket (at least 6'X8'), scout handbook (can be used as reference in all activities), three 5-6 foot staves, at least one compass...two or three would be better

Cub Scout Activities

Cub Scouts attend Chill Out on Saturday only. Check-in for cubs begins at 9am and activities begin at 10am. Cub Scout Activities end at 3pm. There will be an ending ceremony for cubs at 3:15pm. Please be sure to check-out and collect patches before you leave.

Now on to the activities:

Packs/Dens participate in activities to earn a piece to a secret puzzle. Participate in all activities to earn all the pieces!

Zombiestacle Course

Can you work together to get through a course of skill, agility and cooperation to save the day?

Scout Law Relay

Those silly zombies have been up to mischief again at Camp Roosevelt. Can your den/pack work together to place the scout law back in order?

All Aboard!

Can your scouts work together to get everyone on “board” to be safe from the zombies?

Zombie Brains and Fingers?

We are going to eat what??? Just kidding, can you really cook a brownie inside an orange or make a banana boat dessert in a campfire? YOU can!! This will be done in combination with the Native American Story-Telling and Flute Playing activity.

Zombie Scramble

Oh, no! The zombies stole important equipment and you have to get it back. This will be a challenge of communication and cooperation in the pack.

Zombie First Aid and Fire Starting

Learn some basic first aid and make a mini emergency first aid kit. Cub Scouts will also get to try out the bow drill method of starting a fire.

ZombieCub Trivia

How many cub scouting questions can your pack/den answer correctly in the time given?

Ten Essentials Shakedown

Ugh, the Zombies have messed up all of our equipment. We need to put back in our daypack our ten essentials before we head back out on the trail. See how many of the 10 essentials for scouts you can find as a group and place in your bag.

Other Activities for Cubs--some are weather and snow permitting):
Native American Flute-playing and Story-Telling
Zombieboggan Run--if we have snow--bring your own sledding equipment
Two-Person Tree sawing
Snow Beach Zombieball (like volleyball)
Zombie Snowman Making (bring your own supplies to Zombify your snowman)