

Aquila District Fall Camporee

October 23-25, 2026

Hoyt Scout Reservation

Hosted by Troops 870 and 54

For All Scouts BSA Troops and AOL Dens



Coming Soon to a Scout Reservation Near You!

Theme: Plants vs. Zombies — Defend the Camp!

Welcome to the official station guide for the Aquila District Fall Camporee. Patrols will test their Scouting skills, speed, and teamwork across six themed defense stations designed to repel the zombie horde and harness the power of nature.

Troops are to bring canned goods to donate to a local food pantry.

Any questions can be sent to Dan Marazita Aquila District Vice-Chair of Program trumbullpack468@yahoo.com

Leadership Guide

Program Schedule

Friday, October 23

- 5:30 – 8:00 pm Registration in Jackson Pavilion and Troop Set Up
- 8:30 – 9:00 pm SPL, PL, and SM meeting in Jackson Pavillion
- 8:00- 10:00 PM Troop Time
- 10:00 Quiet Time
- 10:30 pm Lights out

Saturday, October 24

- 7:00 am Reveille
- 7:00 – 8:45 am Breakfast/ Set Up
- 9:00- 9:20 am Opening at Main Field of Jackson Pavilion
- 9:30- 11:45 am All program areas open
- 11:45 – 1:30 pm Lunch at Campsites
- 1:30 – 4:30 pm Station Rotation
- 4:30 – 5:00 pm Closing at Main Field of Jackson Pavilion
- 5:00 – 7:00 pm Dinner/ Scouts Own Service in Campsites
- 7:00 - 8:00 pm Campfire
- 8:00 - 10:00 PM Troop Time
- 10:00 pm Quiet Time / Lights Out

Sunday, October 25

- 7:00 AM Reveille
- 7:00 – 8:00 am Breakfast
- 8:00 – 10:00 am Troops Depart

Patrol Guidelines & Bonus Point Rules

- **Scout Handbooks Required:** Every Scout must bring their official Scouts BSA Handbook. If a Scout earns a requirement sign-off during a station activity, the patrol will be awarded **bonus scoring points**.
- **Adult Leader Policy:** Leaders may observe, but direct adult assistance or coaching during station challenges will result in point deductions.
- **Scoring Focus:** Patrols are evaluated on technical skill execution, leadership, patrol method teamwork, Scout Spirit, and bonus trivia/handbook sign-offs.

Station Name	Scouting Skill Area	Required Patrol Gear
1. Blazing Boiling Brains	Fire Building	Patrol Fire Kit, Cooking Pot, Scout Handbooks
2. Tricky Targets	Lashings & Staves	Patrol Lashings Ropes, Scout Handbooks
3. The Harrowing Hunt	Wilderness Survival / Shelter	Pocketknives / Multi-tools, Scout Handbooks
4. The Zombie Trace	Relay Race & Teamwork	Sturdy Footwear, Patrol Flag, Scout Handbooks
5. Stop The Spread	First Aid & Triage	Patrol First Aid Kit, Improvised Stretcher Gear (tarp), Scout Handbooks
6. Apocalypse or Ally?	Plant Identification & LNT	BSA Field Guide / Scout Handbook

While Adult Leaders may accompany each team, adults are **NOT** to assist Scouts while at any station. **Points will be deducted for adult involvement and assistance with Scouts while completing various events.**

Station Details & Challenge Scenarios

Station 1: Blazing Boiling Brains (Fire Building)

- **Skill Focus:** Fire safety, tinder/kindling gathering, wood structure, and efficiency.
- **Required Gear:** Patrol Fire Kit, one cooking pot (brought by patrol), Scout Handbooks.
- **Scenario:** The undead horde approaches, and the only known counter-agent requires a rapidly boiled liquid solution to activate the camp's plant defenses.
- **Challenge:** Scouts will have to melt the zombie shaped ice as quickly as possible in the small pot or pan they brought. Patrols must gather natural tinder and wood to build a stable, self-sustaining fire. Using only compliant ignition tools (matches or flint & steel), the patrol must bring a pot of water to a rolling boil within the allotted time limit.
- **Handbook Sign-off Opportunities:**
 - *Tenderfoot 3a–3c:* Fire safety and ignition techniques.
 - *Second Class 2a–2c:* Selecting, preparing, and building a suitable fire structure.

Station 2: Tricky Targets (Lashings)

- **Skill Focus:** Square lashings, shear lashings, tripod lashings, and structural integrity.
- **Required Gear:** Patrol lashing ropes (6–8 ropes per patrol), Scout Handbooks. (*Note: Staves/spars are provided at the station.*)
- **Scenario:** Zombies are breaching the perimeter! Patrols must construct defensive launching frames and target barriers to keep the horde at bay.
- **Challenge:** Following the provided model, scouts will use the rope they brought to lash the provided staves into a catapult to knock down zombies.
- **Handbook Sign-off Opportunities:**
 - *First Class 3a–3c:* Demonstration and practical application of square, shear, and diagonal lashings.

Station 3: The Harrowing Hunt (Shelter Building)

- **Skill Focus:** Emergency wilderness shelter construction, insulation, weatherproofing, and Leave No Trace principles.
- **Required Gear:** Scout Handbooks, pocketknives/multi-tools.
- **Scenario:** Scouts will have 20 minutes to build a shelter that blends into the environment and fits at least 2 scouts. Fitting more scouts inside will give bonus points. Cut off from the main camp

during a night scouting run, your patrol must construct an emergency survival shelter using natural forest debris to stay hidden and protected from environmental hazards.

- **Challenge:** Patrols must construct a debris hut or lean-to shelter large enough to fit designated patrol members. Shelters will be evaluated on structural soundness, size efficiency, wind resistance, and ground insulation.
- **Handbook Sign-off Opportunities:**
 - *Second Class 1a–1b / Wilderness Survival MB:* Constructing a natural emergency shelter with available materials.

Station 4: The Zombie Trace (Relay Race)

- **Skill Focus:** Physical fitness, agility, patrol coordination, knot tying under pressure, and communication.
- **Required Gear:** Sturdy hiking boots and Scout Handbooks.
- **Scenario:** A vital supply chest containing zombie antidote components must be transported across infected terrain via a high-stakes relay.
- **Challenge:** Scouts will break into squads of 5 with two pairs and one single for this race. One pair will do the lawnmower race, one pair will do a three legged race, and the single scout will crab walk. This is a timed race.
- **Handbook Sign-off Opportunities:**
 - *Tenderfoot 4a–4b / Second Class 6a:* Demonstrating physical fitness, basic knots, and patrol teamwork.

Station 5: Stop The Spread (First Aid)

- **Skill Focus:** Scouts will complete a variety of First Aid challenges.
- **Required Gear:** We encourage teams to bring a tarp and personal first aid kits for each scout.
- **Scenario:** Members of a neighboring patrol have been ambushed by zombies and suffered simulated injuries including bites, arterial bleeding, and fractured limbs.
- **Challenge:** Patrols will encounter a live first-aid scenario. They must prioritize hurry cases, correctly apply bandages and splints, keep the patient calm, and construct a safe transport stretcher to evacuate the injured to the medical zone.
- **Handbook Sign-off Opportunities:**
 - *Tenderfoot 4a–4c, Second Class 8a–8f, First Class 7a–7f:* Practical demonstration of first aid for shock, fractures, bleeding, and patient carries.

Station 6: Apocalypse or Ally? (Plant Identification)

- **Skill Focus:** Scouts will run to match the name of a plant to its hidden image. Bonus points will be awarded for recognition of invasive and poisonous species.
- **Required Gear:** Official Scouts BSA Field Guide or Scout Handbook.
- **Scenario:** Nature is your greatest weapon against the undead! Scouts must survey the local landscape to identify plant allies that can aid in survival while avoiding hazardous vegetation.
- **Handbook Sign-off Opportunities:**
 - *First Class 5a–5d:* Identifying native plants and poisonous/hazardous vegetation.

Location of stations

Each patrol will be given a map upon registration and will be notified of their morning starting point and their afternoon starting point. All of the camporee will take part in South Hoyt.

Lunch

During lunch, patrols will return to their campsite to eat and regroup for the afternoon events.

WEATHER

Please make sure the scouts are prepared for fall weather in the northeast. Rain gear (raincoat, poncho, etc.) should be readily available.

A severe weather plan will be outlined at the SPL meeting on Friday night and at the Saturday opening ceremony.

In the event of severe weather, each patrol or troop will be expected to execute the severe weather plan.

Camping

Units will be assigned an area for camping or cooking if coming only for Saturday. Check-in upon arrival on Friday at the Jackson pavilion (closest to the parking lot). Camping locations will be assigned ahead of time and communicated to units who register early, ahead of the weekend. There is plenty of space for troops at Hoyt and all assignments will be made by camporee leadership.

Map

https://www.ctyankee.org/wp-content/uploads/2023/06/2023-Hoyt-Map_sm.jpg

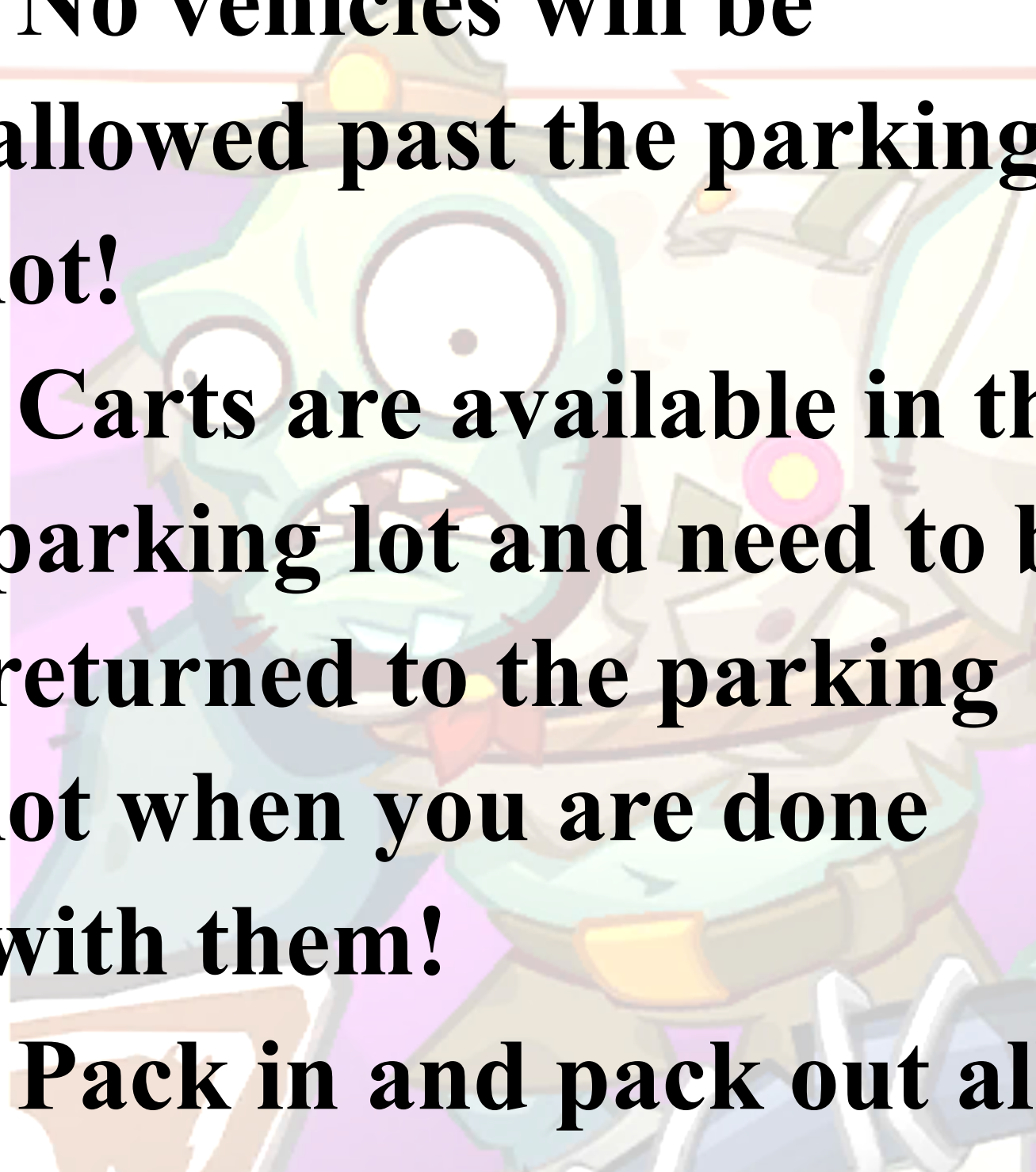
This is a map of the reservation but a more detailed one with campsites and station locations will be given out at registration.

Items patrol leaders need for check-in

- Patrol Roster (with skit identified).
- We are asking all Troops to perform a skit/song at the Saturday night campfire.
- At registration you will be given your units campsite assignment, event schedule, patrol rotation and patches.

CAMPOREE: Special Instructions

- All individuals will receive a Camporee Patch.
- All Troops should check-in Friday evening between 5:30-8:00 PM.
- Parking is very limited. Carpooling is essential. Please plan accordingly. Unit Trailers will be parked at the entrance to South Hoyt.
- All trash must be packed out, including trash generated on the trail.
- Prizes for 1st, 2nd, and 3rd place (as measured by total points) will be awarded for Scout Patrols.
- Fuel Use - See Guide to Safe Scouting.
- No drugs or alcohol permitted at a Scouting event. No exceptions.
- The First Aid Station will be at the Ranger Station at South Hoyt.
- Leave-No-Trace: Please use only existing site fire rings.

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- **No vehicles will be allowed past the parking lot!**
 - **Carts are available in the parking lot and need to be returned to the parking lot when you are done with them!**
 - **Pack in and pack out all the trash!**