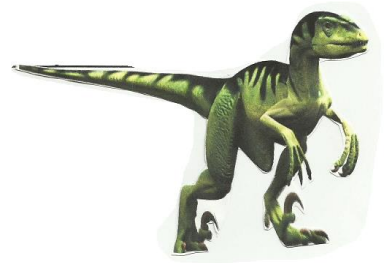


Chesapeake Bay District  
(Open to all Districts)  
Cub, Webelo, Boy & Venture Scouts



# **ZOMBIE-ICE-AGE**



at

*Beaverdam Park*

8687 Roaring Springs Road, Gloucester, VA 23061

[www.gloucesterva.info/pr](http://www.gloucesterva.info/pr)

**13-14-15 February 2015**

Formally Iditarod, Freeze-o-ree, Klondike, Polar Bear

## ZOMBIE-ICE-AGE PROGRAM HIGHLIGHTS

To all Cub, Webelo, Boy and Venture Scouts from any District this program is for you. This year's Zombie-Ice-Age will be conducted by Chesapeake Bay District at Gloucester County's Beaver Dam Park February 13-15, 2014 and will include Saturday evening campfire ceremony with skits, awards, OA dance team and tap out. The campsites are located on the lake near the main entrance off Roaring Springs Rd. Parking and unloading will be easy and convenient to your campsite. Other amenities include: restrooms (no showers), pavilions, picnic areas, playground, and a heated hall/lodge (headquarters HQ).

Saturday events will be located along a 3 mile trail called the Green Blaze Trail (6 mi. round trip) that borders the lake. This year we are adding new challenges and the opportunity for participants of all scouts, Tigers through Venture's to compete. So, get out that old Klondike sled (requires wheels) or Radio Flyer and be prepared for an all-day adventure! Cub Scouts and Webelos I's this is a day trip only for you. Webelos II this is a perfect opportunity to camp with troops.

Cub Scouts events start Saturday at 1p.m. and will primarily be along the open space of the park and the first leg (1/2 mile) of the 3 mile course; however they may venture out along the 3 mile course and participate in other events as they want and time permits (Suggest you come early if you want to do any of the Boy Scout activities). The Patrol method is to be used and may be a mix of pack members or an individual den of Tigers, Wolves, Bears or Webelos I's; around 6 max in a patrol is recommended. Each Cub patrol must be escorted by a minimum of two adults. Webelos II are encouraged to complete the 3 mile course laid out for the Boy & Venture Scouts.

Cubs, Webelos and Leaders that are not camping and want to stay for evening campfire can have dinner at the lodge/HQ at 5p.m.(meal ticket required to obtain at check in)

Registration will be required and turned in at the Scout office by January 30. Your registration will include a commemorative patch (distributed at a later date; you may submit a drawing for the patch now to the event organizer e-mail or submit at the event; an award will be presented to the best design that can be reasonably made into a patch; minor mods may be made in order to do so), and other event fees.

Saturday participants (no camping): \$5/person (Registration add-ons accepted at check-in with \$7 fee per person)

Camping participants \$10/person.

Late fees after Jan. 30 are \$7(day pass) and \$15(Campers) respectfully

Refund if event is cancelled except for \$1/person for Saturday participants and \$2/pers. for campers will be retained to cover prepaid fees.

Please call or e-mail me if you have any questions.

Look forward to seeing you for this year's event!

Yours In Scouting,

Paul Cramer, Zombie Event Organizer, c:757.274.6132, [pcramer@nrha.us](mailto:pcramer@nrha.us)

Claudia Clifton, Ice Age Cub Organizer, c:804.815.8230, [animals-r-us@cox.net](mailto:animals-r-us@cox.net)

# Chesapeake Bay District Zombie-Ice-Age 13-14-15 February, 2015

## Roster and Registration *(Due by January 30, 2015 to scout store)*

*(Please call event organizer of any changes or questions)*

*(Please indicate if Webelos Pack#\_\_\_\_\_ are camping with troop#\_\_\_\_\_ so adjacent campsite arrangements can be made)*

*One Registration form per unit*

**Pack/Troop/Crew Number**\_\_\_\_\_ **Total Persons Camping:**\_\_\_\_\_

**(Circle one)**

**Total Persons Saturday Event Only**\_\_\_\_\_ **(2 deep leadership/unit required)(2 adults/patrol required)**

**Total Fee \$**\_\_\_\_\_

**Event Patrol Name**\_\_\_\_\_

Cub Parent #1\_\_\_\_\_ (if applicable)

Cub Parent #2\_\_\_\_\_ (if applicable)

Patrol Leader \_\_\_\_\_

2 \_\_\_\_\_

3 \_\_\_\_\_

4 \_\_\_\_\_

5 \_\_\_\_\_

6 \_\_\_\_\_

**Event Patrol Name**\_\_\_\_\_

Cub Parent #1\_\_\_\_\_ (if applicable)

Cub Parent #2\_\_\_\_\_ (if applicable)

Patrol Leader \_\_\_\_\_

2 \_\_\_\_\_

3 \_\_\_\_\_

4 \_\_\_\_\_

5 \_\_\_\_\_

6 \_\_\_\_\_

**Campers not in a Patrol (Adults & Scouters)**

1. \_\_\_\_\_ 7 \_\_\_\_\_ 13 \_\_\_\_\_

2 \_\_\_\_\_ 8 \_\_\_\_\_ 14 \_\_\_\_\_

3 \_\_\_\_\_ 9 \_\_\_\_\_ 15 \_\_\_\_\_

4 \_\_\_\_\_ 10 \_\_\_\_\_ 16 \_\_\_\_\_

5 \_\_\_\_\_ 11 \_\_\_\_\_ 17 \_\_\_\_\_

6 \_\_\_\_\_ 12 \_\_\_\_\_ 18 \_\_\_\_\_

(Adjustments, add-on etc can be made upon check-in with balance due with exact cash or check; all campers must pay fee regardless if participating in event or not)

**POC Adult Leader on site during event:** \_\_\_\_\_ **Cell #** \_\_\_\_\_

**CAMPERS FEE:** \_\_\_\_\_ **Scouts X \$10 = \$** \_\_\_\_\_ **Adults X \$10= \$** \_\_\_\_\_

**SATURDAY ONLY FEE:** (Additional attendees accepted @ late fee \$; exact cash or check required and payment due at check in on Saturday at Noon)

\_\_\_\_\_ **Cubs X \$5 = \$** \_\_\_\_\_

(No fee for guest greater than the 2 required adults/patrol; i.e; Family & friends)

**Late fees after Jan. 30 are \$7 and \$15 respectfully**

Questions ? Call or e-mail Paul Cramer [pcramer@nrha.us](mailto:pcramer@nrha.us) (757) 274-6132

**Certification:** All Scouters Listed Above Are Registered in The Boy Scouts of America. Parents/guest joining with son on Saturday only does not have to be registered.

Scoutmaster/Cubmaster/Advisor Signature X \_\_\_\_\_ Phone# \_\_\_\_\_

Above contact will be notified if event is cancelled

**EVENT CODE:** =203

# **Zombie-Ice-Age INFORMATION**

**DATE:** February 13-14-15, 2015

**LOCATION:** Beaver Dam Park; 8687 Roaring Springs Road, Gloucester, VA 23061  
[www.gloucesterva.info/pr](http://www.gloucesterva.info/pr)

**DRESS:** Official Class A Uniform to be worn for travel to and from and during campfire ceremony. Scouts may wear their own identifying uniform during competition. Dress up for the part i.e; Zombie is welcomed and encouraged. Cubs, Ice age character. Weather can be from one extreme to the other; be prepared! Campsites are facing north on the lake!

**FOOD:** All will be responsible for their own meals (except Cubs dinner). Saturday lunch will be on the trail at any time you desire; the events remain open all day. Back pack stoves and the like are acceptable to use to prepare your lunch; no ground and/or open fires of any type will be allowed on the trail except at the end of trail/event camp site that fire building event is taking place or at your campsite. Pack it in, pack it out. Saturday Cubs who stay for evening campfire will be provided Dinner at HQ. We Start Dinner early so we can start campfire early to allow Cubs to stay and enjoy the ceremonies of the campfire; we highly encourage Cubs to participate with a skit as well. HQ is heated for dinner and a place to warm up if needed. Cubs, parents, siblings need to obtain a dinner coupon at check in. It is encouraged to bring your own drinks and snacks and camp chairs for dinner and to the campfire.

**REGISTRATION:** The Registration fee includes a Patch for each person paid. A final Patrol Roster must be turned in upon arrival for event registration and materials. No refunds unless event is cancelled. Refunds will withhold \$1/person for Saturday participants and \$2/pers. for campers to cover prepaid fees.

**ARRIVAL:** All **units** will be directed to headquarters (HQ) to check in starting on Friday afternoon at 4:00 p.m. Scout & Webelo arrivals on Saturday should arrive for check in NLT 8:30 a.m. Cub event arrivals need to check in between 12 – 1:15. Opening ceremony for Cubs is 1:30 p.m, however we will accept arrivals anytime throughout the day. Cubs are welcome to come early to do Boy Scout activities, but must be back for your competition at the 1:30 p.m. opening ceremony.

**CAMPSITES WILL BE ASSIGNED AT CHECK IN.** Your campsite should be set up by Patrols and be clearly delineated for judging in the campsite competition event. Please note: Upon breaking up camp, campsite needs to be cleaned up and left cleaner than you found it. No ground fires. You need to provide elevated fire pits and coal tables for Dutch ovens. No cutting of trees. Some fire starter/kindling wood is around the park but you need to bring your own supplies for the fire, campsite entrance...etc. Residue firewood, coals etc. will be collected Sunday morning.

**TRASH:** Trash disposal is the responsibility of each Troop. A dumpster is available on site.

**FACILITIES:** Port-o-potties, (along with indoor plumbing for the women) and potable water are available.

**SAFETY:** Knives, axes and saws used by units shall be the responsibility of the unit leader. Scouts using an ax, saw or knife shall have a valid Totin' Chip card. No sheath knives are to be used. No liquid fuels are allowed in any event or campsites

**First Aid:** Cell service to call 911 and/or other numbers that will be provided at check in may not be available from different points along the trail. All event staff and other adults can be used as runners to contact the ranger station or until cell service is available. We will have Dr. Ransone camping with us as a responder, and the local rescue squad has means to get to anyone on the trail for immediate attention. Scouts should have their individual first aid kits and/or a kit with their sled/wagon. All units should have first aid kits available.

**VISITORS:** Parents, family members and friends of your Scouts are welcome to attend at no cost for Saturday events and campfire (NO PETS), however they will be required to sign in. Sufficient parking and shuttle vans will be provided at all times.

**Saturday Night Campfire:** All patrols are encouraged to participate with a skit or song; judges will provide score. 1<sup>st</sup>, 2<sup>nd</sup>, and 3<sup>rd</sup> place awards will be awarded to the highest overall score for Cubs, Webelos, Boy Scout, and Venture patrols. A skit could be the deciding factor between finalists winning 1<sup>st</sup> place! Campfire will be concluded with an OA dance & tap out.

# **SCHEDULE**

## **Friday, February 13**

4:00 – 8:00 P.M. Campers Check In

8:45 Chili Cook Off; Bring one quart of chili to headquarters (HQ) for judging

9:00 – 10:00 Cracker Barrel @ HQ \* Unit Leader, Event Patrol Leaders and Adults running events shall attend for instructions.

10:30 TAPS/light out

## **Saturday, February 14**

6:30 – 8:30 A.M. Reveille, Breakfast and Saturday only arrivals event patrol check in

9:00 Flag raising ceremony at Campfire Ring

9:15 – 5:00 Events

Lunch on the trail anytime (all events stay in operation)

1:00 Saturday Cub event check-in

1:30 – 5:00 Cub Events

1:30-4:00 Patrol Campsite Inspections

5:00 – 6:30 Dinner

6:00 – 7:00 Patrol Dutch Oven Competition Grading

6:30 – 8:30 Campfire/Awards/OA Dance Team/OA Tap Out

10:00 TAPS/lights out

## **Sunday, February 9**

7:00 A.M. Reveille – Breakfast

8:30 – 8:45 Worship Service @ Smith Shelter

10:00 Camp closed/All participants depart

### **Adult Participation**

For all the events, 2 adults shall be present with each Cub & Webelos patrol, but they should allow the patrols to do their best as independent of adult leadership as possible. Leaders should strive to be observers only and use this time to take notes on group dynamics, and leadership skills that can be shared with the Patrol members after the competition. Leaders are always there to ensure a safe and fun outing and are expected to correct any safety problems on the spot!

## **COMPETITION FOR SCOUTS**

Each patrol shall have a sled (modified with wheels) or a wagon to haul their gear on the trail. Each scout should have his own lunch, water bottle, foul weather gear, scout handbook and first aid kit (or one for the patrol).

The following materials will be needed for participation in all events:

GPS

Compass

100 feet of rope (to secure sled/wagon to zip line)

Spatula, frying pan, measuring cup, plate, wood and kindling (for pancake cooking event)

Means to start a fire

Flint and steel primitive fire starting kit (complete with a piece of flint stone, a steel striker, and a piece of "char cloth"(not to exceed 5"X5") to catch the spark)

One raw egg (need not be refrigerated but must be protected from breakage)

### **CHILI COOKOFF EVENT (Friday Evening)(Cub & Webelos exempt)**

The chili cook-off will be the only event not taking place on Saturday. The intent is to get the patrols into a competitive nature as soon as they arrive. Prior planning and priority of work will be important.

**PROCEDURE:** Patrols should begin preparing their chili as soon as their campsite is set up. For this competition any part of the chili may be prepared ahead of time, but must be mixed together and heated at the campsite. (That is, meat can be precooked, sauce pre-mixed, spices pre-mixed, etc). A Scout is Trustworthy and the honor system is the guiding principal here. Once the chili is prepared, the patrol will deliver a quart to HQ for judging.

**SCORING:** There will be as many judges as we can get. Each will judge independently and give each chili a score of 1 to 10 for taste. The judges will taste the chili as soon as it arrives. The score will be included in the Patrols scoring to determine the overall winner.

1 – I don't like it, where is the trash can.

2-3 – I don't like it, but I didn't have dinner yet.

4-5 – This chili is OK.

6-8 - This chili is better than my Mother's

9-10 – Now this is chili, where are the crackers?

## **CAMPSITE INSPECTION EVENT**

Judges will judge each Patrol on the following items. This inspection will take place Saturday between 1:00 P.M. and 4:00 P.M. without the patrol present; however the patrol campsite needs to be clearly marked by unit number and your event patrol name, with the boundary clearly delineated. The score will be included in the Patrols scoring to determine the overall winner.

1. Defined entranceway to campsite
2. Tents & gear (set up, arrangement, safety, access, etc.)
3. Safe campfire area (Location, water, wood, access)
4. Kitchen Set up, cleanliness, organized, trash bag, hand washing station (Soap, water source and towel).
5. Bonus points for display of special Patrol equipment.

## **DUTCH OVEN COOK-OFF CONTEST (Sat. Evening)(Cub & Webelos exempt)**

The following is a listing of rules and regulations for the individual patrols. **This competition will be between Patrols.** Cooking should take place in your Campsite during the Saturday evening meal. The judges will be through to taste your entry between 7 and 8 p.m. 1<sup>st</sup>, 2<sup>nd</sup>, and 3<sup>rd</sup> place finishers will be awarded. This event will count in the overall competition. Contestants are expected to provide their own Dutch ovens, ingredients, cooking utensils, and preparation items.

- ☐ Propane stoves are not allowed, but may be used to start charcoal and heat water for cleanup.
- ☐ Any size Dutch oven can be used.
- ☐ Ingredients may not be precooked or prepared for cooking prior to the beginning of the cook off. All preparation must take place during the competition and only Dutch ovens may be used for cooking.
- ☐ Your patrol may prepare only one item to be presented for judging. It may be a meat, vegetable, salad or desert.

## **Contest Rules for Grading**

### **PRESENTATION**

The food should include appropriate garnish, serving containers, (dishes may be served directly from Dutch oven i.e.: cobbler, stew, etc.) color contrasts, harmony, and edible decorations. Light and dark color contrast is often very pleasing. The pots should be clean and well seasoned inside and outside. Contestants will be rewarded for a pleasant emphasis on the desirability of the food. Contestants will be penalized for gaudy garnishes that hide the food, or are not edible. Extra decor will not result in additional points or a higher placement.

### **EXTERIOR INSPECTION**

Contestants will be rewarded for cooking that resulted in a uniform color and surface texture such as the golden brown rolls with crisp crust or the evenly browned meat. Contestants will be penalized for spotty cooking, burned spots, raw, tough, soggy, brittle, or crumbling results.



## **INTERNAL INSPECTION**

Contestants will be rewarded for pleasant aroma, uniform color, evenness of cooking, consistent texture, and completeness of the cooking process. Contestants will be penalized for spotty cooking, burned or raw spots, streaks or lumps.

## **TASTE**

The ideal dish is food that tastes delicious. Contestants will be rewarded for pleasant use of spices, natural food flavor, and evenness of cooking, chew ability and aroma. Contestants will be penalized for toughness, off flavors, rancid oil flavor from improperly seasoned cast iron, burned food, foreign objects, ash, flatness, unwanted lumps, spotty cooking, cold spots, raw spots, missing ingredients, unnatural food colors, and soggy crusts.

## **CLEANLINESS**

Utensils, ovens, ingredients, prep areas, and personal cleanliness will be watched. Contestants will be rewarded for the use of wash areas, table coverings, washing of hands, and covering food items from contamination. Contestants will be penalized for the lack of cleanliness in preparation and cooking areas, ovens, ingredients, and hand washing.

## **Competition for Cubs**

What to bring: A wagon per group, water, dress warm if needed. The event Ice Age starts at 1 pm with registration in the main building. Cub Scouts will be checked in and given a rotation schedule, a map and a Dinosaur egg they have to transport in their wagon for their group. They will have to follow the schedule to get them to the next activity. Each activity will be marked off by the person running the activity with a sticker. All activities must be completed. There will be a flag ceremony at 1:30 pm in front of the main building and then each group will go to their starting point and have fun.

Activities are:

1. Rope in the Dinosaur
2. Sled-pull
3. Build a bridge
4. Zip-line
5. "The Wall"
6. Smarter than a Dinosaur
7. The great Escape
8. Strong like a Dinosaur
9. Survival

We might add a couple more. Each group needs to have a skit ready for the campfire, all will get a free dinner.

Note: There will be no Zombies on the Cub Scout trail.