



Camp Bitemark

October 17-19, 2025 Camp Currier



Leader's Guide
Camp Bitemark
October 17-19, 2025
Camp Currier
Sponsored by
Thunderbird District,
Chickasaw Council

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Welcome



Camp BiteMark is the final outpost for survivors of the MZI: Memphis Zombie Invasion that began on August 16, 2022. It is no surprise to anyone that it is operated and occupied by BSA Chickasaw Council troops. Who else would “be prepared”?

The Scout Oath and Law govern the behavior of all troops occupying Camp BiteMark. The principles of Leave No Trace should be practiced for the entire stay. The Buddy System must be followed at all times. Wood tools must be properly stored and used in the ax yard (see the Scout Handbook for proper Patrol campsite setup). Improper use of wood tools is prohibited. Campfires must be built in an established fire ring/pit or raised above ground and must be properly extinguished when the campsite is unattended. Keep a filled water bucket handy. Report all accidents, injuries, or other emergencies to a member of BiteMark staff. Medical personnel will always be on site during the event. Lost and found items should be brought to the Command Tent.

Welcome

Since the mysterious release of the T-13 virus known to the public as Trinity's Mark for its distinctive viral structure that appears on the infected person's skin, hordes of zombies have ravaged the countryside consuming and destroying everything in their path. Zombies are distinctive for their shambling gait while in groups, but have been known to rush at their prey once they are spotted. Roaming zombies have been known to call to one another with loud growls and groans over long distances.

POINTS OF CONTACT

Maddie Williams, ASM, Troop 13G
901-604-5599 maddie.williams79@gmail.com

Lisa Wong, Scoutmaster, Troop 13G
901-340-5177 troutqueen@gmail.com

Rob Landrigan, Scoutmaster, Troop 13B
901-849-1453 ral@eclectek.com

CAMP RANGER

Marc Brinkley
(662) 429-6931

Event Overview

Meals

Troops must provide the following meals on their own:

- Friday Dinner
- Saturday Breakfast
- Saturday Lunch
- Sunday Breakfast

Patrols will be cooking a special dinner Saturday evening as part of the competition.

Friday Night Check In: Quarantine and Isolation

The weekend begins at 6:00 PM sharp, with the gates of Camp BiteMark opened for the select few troops who have gained clearance to enter. Personnel will be guarding the gate, to prevent unauthorized visitors (or Zombies) from entering camp. A “screening” process will be held, where the scouts will be evaluated for the zombie virus. Once cleared, the scouts will proceed to their campsites to set up camp. At 9:00 PM, an “All Camp” briefing will be held for SPL and Scoutmaster participants. The details of the weekend’s activities will be shared at that time.

Saturday Event: Zombie Survival Training

The event will consist of practicing zombie survival skills, at various activity stations. Patrols will be given a “Zombie Survival Handbook” to assist with their training. These skills may be used during the evening event, to ward off the approaching zombie hordes.

Saturday Event: Scavenger Cook-off

Using ingredients foraged during the day, and any **SHELF-STABLE** additions that were in the Scout’s supply caches, Patrols will compete to make the best meal out of a bad situation.

Sunday Event: Assessment and Recovery

The survivors are accounted for, casualties and other losses recorded, and a reckoning of who “won” the invasion will be determined. Camp must be vacated by 10:00 AM, Troops may leave once their campsite is inspected and they receive their patches.

Registration

Friday, October 17, 2025

6:00 - 8:30 PM

Troops are screened as they arrive. No bite hiders allowed.

9:00 PM

Event briefing – SPL/Scoutmaster (Must be on time)

Saturday, October 18, 2025

7:00 AM

Breakfast at Troop Sites

4:00 PM - 5:30 PM

Free Time, Meal Prep

8:00 AM

Opening Flag & Morning Announcements

5:30 PM to 7:30 PM

Forager Dinner at Troop Sites (Cooking Challenge)

8:15 AM- 11:30 AM

Morning Stations

4 Stations will be open in AM, Patrols will be assigned Events to complete in order on their Score Card

7:45 PM to 10:00 PM

Evening Activities
Z-Theater of the Mind Shuffle
Brains Eating Competition

11:30 AM to 12:30 PM

Lunch at Troop Sites

10:15 PM

Scoutmaster/SPL Meeting/Camporee Evaluation

12:45 AM – 03:30 PM

Afternoon Stations

4 Stations will be open in PM, Patrols will be assigned Events to complete in order on their Score Card

11:00 PM

Taps/Lights Out

Sunday, October 19, 2025

7:00 AM

Breakfast at Troop Sites

9:00 AM

Leave No Trace Check Out, Receive Patches

8:00 AM

Awards, Morning Announcements, and Camp Cleanup

10:00 AM

Go Home!

Registration

Patches: Every paid and registered Youth and Adult will receive a patch. That is if the zombies don't eat the delivery person.

Membership: In order for a Scout to attend Camp BiteMark, they must be a registered Scout, Venturing Crew, or Explorer.

Registration: Pre-Registration is required for the event with payment in advance requested. Please pay on the Chickasaw Council Website. Fees are \$25.00 Per Scout.

Medical Forms: Like all Scouting events, Camp BiteMark requires that each troop have Class A and B medical forms in their possession for all Scouts and Adults attending the event. Each unit is expected to bring a binder or folder containing these forms, in the unlikely event that medical care is required beyond first aid. The troops will hold onto the medical forms.



Remember: Zombies DO bite!

ACCOMMODATIONS



If there are any ADA accommodations or food allergies and/or sensitivities that require special attention, please contact Maddie Williams after registration.

ADULT LEADERS

Every Zombie survivalist knows that you must sacrifice the few to save the many. Each Troop needs to sacrifice an adult (more would be appreciated) to help run the events. Lone OA members (a member whose troop is not participating in the camporee) are also invited to become part of the undead helping to run the camporee.

Registration

CHECK-IN PROCEDURES



Check-in registration begins at 6:00 pm on Friday, October 17th at Camp BiteMark Headquarters, located at the Dining Hall. At check-in, all units must submit their Campfire Participation Form, and a list of adults who can assist on Saturday. Check-in will be completed at the Camp BiteMark HQ.

Campsite assignments will be provided at check-in. Each site is outside of the known virus contaminated area, however, be aware that each site will be shared by multiple units, so be friendly and considerate neighbors!

CHECK-OUT PROCEDURES

Check-out will begin at 9:00 am on Sunday, October 19th.

Your campsite **MUST** be inspected by a member of the BiteMark staff before you leave. Prior to inspection, please complete the following:

- ✓ Ensure the campsite is litter-free.
- ✓ Restore your campsite to better than you found it.
- ✓ Pack up your gear and be ready to depart.
- ✓ Carry out all garbage and dispose of it responsibly.
- ✓ Request a site inspection of a Camp BiteMark staff member.
- ✓ Complete, and be ready to submit, an event evaluation
- ✓ Complete the checkout.
- ✓ The checkout sheet will be signed when the inspection is completed.

Registration

PARKING

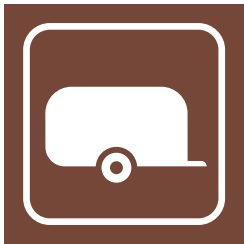
Personal Vehicles

Vehicles are not allowed in the campsites; not even to load and unload.

- ✓ Park vehicles parallel to the edge of the road leaving room for other vehicles to pass when loading and unloading camping supplies.
- ✓ Park vehicles in designated parking areas.
- ✓ No “emergency” vehicles will be allowed to park at campsites.



Equipment Trailers



Equipment trailers may be parked in campsites when ground conditions are favorable. During wet ground conditions, trailers are barred from campsites as well. The Ranger, Campmaster, or Event Coordinator will advise if trailers are not allowed.

Trailers should only be backed into campsites. Do not pull your trailer through the campsite.

Trailers are to be parked to the side of campsites to minimize damage to the campsite.

If the pull vehicle is left with the trailer, it must be connected to the trailer. If you wish to disconnect the pull vehicle, it must then be parked in a designated parking area.

REMEMBER: Ain't no Zombie as ferocious as Ranger Marc when it comes to vehicles wrecking campsites!

Gear Lists

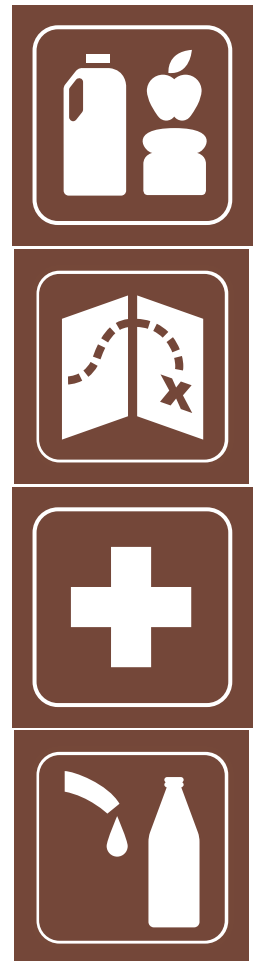
Zombie Invasion Gear List

No Class A Uniforms allowed! Class B Uniforms - (think disposable, they will get dirty!) to wear during the “Invasion”. These clothes will get dirty, and covered with fake blood, that **DOES NOT ALWAYS** wash out.

- Day Pack to carry 10 essentials and other gear to stations.
- Fire Building Kit, in a 1-gallon Ziploc bag. Contains enough tinder, kindling & wood to build a small fire
- High energy snack
- Flashlight or headlamp for every participant
- 2 complete changes of clothes

10 Outdoor Essentials

- Pocket Knife- folding blade knife, not sheath type.
- First Aid Kit
- Extra Clothing-2 changes of clothes; shirt, pants, socks, underwear, sweater
- Rain Gear Poncho – able to cover backpack: fabric type. No thin plastic and/or Rain Suit with waterproof hat, pants and jacket.
- Tarp or Emergency Blanket
- Water Bottle and Potable Water
- Flashlight/Headlamp with Extra batteries
- Trail Food Trail mix, granola bars, etc. For emergency use only.
- Matches stored in a watertight/proof container. Fire Starters Small candle or wax dipped cardboard, egg crates, etc.
- Sun Protection: Sunscreen, Hat, and Sunglasses
- Map of Area & Compass



SPL Guidance

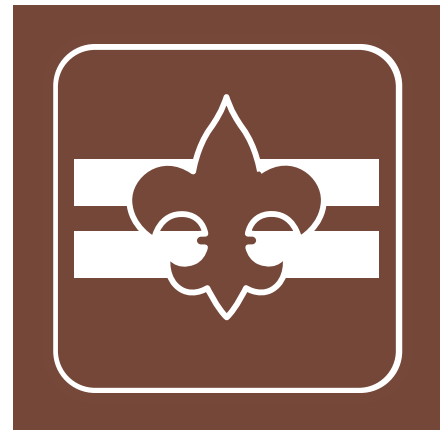


These are some reminders of the important items for the weekend for Senior Patrol Leaders or Acting SPLs.

- Each activity will begin at the time indicated in the schedule, please ensure that your unit is on time. A detailed schedule is in this guide.
- Scoutmaster and SPL meetings: **Friday 9:00 PM** at the Command Tent.
- Each unit is asked to provide 1 or 2 adults to assist in judging of patrol competition. Judge meeting **Friday 9:30 PM** at the Command Tent.
- Class “B” or Scout appropriate apparel should be worn during the event.
- Practical jokes are not Scout-like and will not be tolerated.
- Patrol Flags should be always carried by all patrols and are not part of the Campsite Inspection during day skill stations.
- Campsite judging will begin in conjunction with the patrol competitions.
- If a Dutch oven is used for cooking, it may be done in your campsite and in an approved fire circle or be elevated high enough, so you do not burn the grass beneath the fire or contained within a rock fire ring.
- Lights out Friday and Saturday at 11:00 PM. Due to the close proximity of units, this policy will be strictly enforced.
- Checkout: Make sure your campsite is clean in accordance with Leave No Trace principles.
- Awards will be announced on Sunday at 08:00 AM.

PL Guidance

- Each patrol should consist of 4 to 8 scouts.
- “Dream Team” patrols assembled from multiple patrols within a troop or from multiple troops is prohibited. Provisional Patrols drafted due to personnel losses to Zombies or other disasters (high school sports, band competitions, Kinemortophobia) are allowed.
- Patrols will receive points for completing each event.
- To be considered for the awards, each patrol must participate in all events. The Campsite Competition will be treated as a separate competition.
- Patrol Flags will be carried by all patrols during skill stations except during the actual event judging period.
- Class “B” can be worn during patrol competitions.
- Some events require the patrol to bring equipment. Ensure you review all the patrol equipment required listed under the Outdoor Essentials section. If the patrol does not bring the needed equipment, they may not be able to participate and therefore receive a deduction for the missing event.



Emergency Procedures



Small first aid needs should be tended to at the campsite using the unit's first aid supplies and trained adult leaders. Larger needs should be directed to the medic located at the Command Tent.

Participants must bring their medical forms. Please have all medical forms for each unit in one binder/folder. Medical forms will be kept by the unit and brought to Medical as needed. If units know of campers with serious medical problems, please discreetly inform BiteMark staff. The Aid Station (at the Command Tent) will be manned during the event. Medical emergencies should be directed through the Aid Station during the entire event.

Medications for all Scouts and Scouters should be administered by the units unless requested by the unit to be administered by medic.

In the event of a REAL Zombie outbreak, please report to Command Tent with the code 'ZED ZED ZED'. We will react accordingly.

Training Scenarios

1) Out of the Elements

With the end of the world here, you never know where you'll be sleeping. Demonstrate a natural shelter with available materials (trees, branches, leaves, etc) and what you bring with you. Your patrol has to stay on the move, so be prepared!



2) Night Crossing

Patrols depend on each other for survival. The key to survival is trust and excellent communication. Can the patrol leaders using two way radios get their patrols through a dangerous course in the dead of night? Knowing that zombies lurk in the dark?



Using verbal cues alone, the patrol leader will direct each blindfolded scout through an obstacle course. If an obstacle is bumped over, points are deducted. Once a scout has successfully navigated the course, they are allowed to take off their blindfold. There should only be ONE Scout on the course at a time.

3) Survive On the Move

You've had to flee your camp in haste! Don't panic – remember, a Scout shows circumstances. (Zombies may smell fear.) Use your surroundings to help you navigate your way to safety. Also, remember that Zombies can track you. Practice Leave No Trace to prevent them from finding you.



You've managed to navigate your way through hordes of the undead. You need to let other survivors know the path to safety but you're out of paper and there's no phone. What type of signals can you use to tell your fellow survivors where to find your safe location?

Demonstrate a 6-10 word phrase in Morse Code by flashlight.

Demonstrate 6 sound signals, 6 silent signals

Demonstrate five different ways to attract attention when lost, how to use a signal mirror.

Describe from memory five ground-to-air signals and tell what they mean.

Demonstrate how to navigate in day and at night without a compass?

Demonstrate the measurement of the height and/ or width of designated items (tree, tower, canyon, ditch) when orienteering.

With help from a map or compass, navigate a ½ mile course marked to discover Pandora's Box.

Training Scenarios

4) Over the River and Through the Woods

One thing we know about Zombies - they're not very sure footed. Using two ropes, your Patrol will create a survivor-safe crossing over a river, to provide an evacuation route that the Zed can't follow.

Each patrol will set up a 2-rope bridge using two 1" ropes. The bridge will be made between two trees that are approximately 14 feet apart, and made in such a manner that all members of the patrol can cross without the rope touching the ground.

The knots your patrol must know for this event are the taut-line hitch, clove hitch, and the two-half hitches. These are required for Scout, Tenderfoot, Second Class, and First Class advancement.



5) Finding the Cure

The virus has struck a hapless responsible adult accompanying your Troop. Quarantine your bitten adult and venture out to find the ingredients to the cure developed right here in Camp BiteMark.

Using a compass, map, and a set of coordinates, your patrol must find the four ingredients in the allotted time to prevent your adult from going FULL ZED.

(This is the continuation of the orienteering course begun in **Survive on the Move** - last ½ mile)



6) Call the Medic

Time to test those Wilderness First Aid Skills! Can you triage and stabilize your patrol members well enough to get them back to the Command Tent? When out on scavenger hunts or on the run from a horde, you must be able to perform First Aid.

Your patrol will be given two scenarios and must perform proper first aid to save your victim(s). Don't worry, you won't have to provide care to bite-hiders. This is strictly first aid for the uninfected.

Your patrol must also demonstrate the ability to bring your victim back to Camp BiteMark for further care: stretcher relay, one and two person carry.



Training Scenarios

7) Flame and Fortune

Let your light shine bright, patrols! Show the camp staff your proficiency with fire-starting. No matches or lighters allowed. Fire is important for cooking, cleaning, signaling, and warmth. Let's make sure your patrol has mastered this important skill.



8) Nothing Can Stand in Our Way

How about an old-fashioned obstacle course to test your teamwork, strength, stamina, and agility? Your patrol will have to conquer this course, clearly an abandoned barrier against the first wave of the invasion, to get to the stash of prepared foods. Complete the obstacle course and return via a 100-meter sprint back to the safety of Camp BiteMark to deliver the ingredients for tonight's dinner. You never know how many rogue zombies may be roaming in this desolate place.



Scores will be based on the fastest times.

Rules and Penalties:

1. Missed obstacle= disqualification
2. Knocked over obstacle = +10 seconds
3. Good attitude

9) Patrol Readiness

Being Prepared is kinda our thing! Patrols will present themselves and be rated on their state of readiness, displaying their 10 essentials and whatever else they have brought to compete. Partial points will be awarded if all members do not have all items - bring enough for the rest of the class!



10) Patrol Spirit

Event judges will each rate Patrol on their Scout Spirit, with the final score being an average of all entries.



Training Scenarios

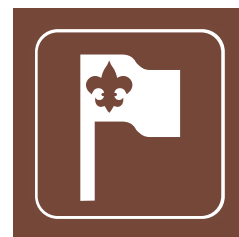
11) Patrol Yell

Clear communication is important - being heard and recognized at a distance can mean the difference between being found or being treated like a Zombie Horde! Patrols will demonstrate their best Yell for our Judges - no mechanical or electronic amplification allowed, please:)



12) Patrol Flag

Flags show Patrol Pride, and make it easy to see who's coming for dinner - so show off your Flags, tell us your stories, and highlight your Patrol's artist skills!



Scored Separately

13) Forager's Dinner

Cooking Competition:

During a Zombie Invasion, very few prepared foods will survive the temperatures and time of an apocalypse. Camp BiteMark has one prepared food and one foraged food that will be available this apocalypse.



Entree: Mushrooms

Dessert: Canned Fruit

With this concept, we have decided to have a cooking competition. Each campsite will provide an ENTREE with mushrooms and a DESSERT with canned fruit for judging. We encourage each patrol to come prepared with recipes, supplies, and a stocked chuckbox for this competition. (Remember, preparation and teamwork are key to surviving the apocalypse.)

Cook-off Scoring

Cook Off Score Sheet: ENTRÉE

Troop					Patrol					
Appearance	1	2	3	4	5	6	7	8	9	10
Flavor	1	2	3	4	5	6	7	8	9	10
Texture	1	2	3	4	5	6	7	8	9	10
Aroma	1	2	3	4	5	6	7	8	9	10

CAMP BITEMARK 2025

Cook Off Score Sheet: DESSERT

Troop					Patrol					
Appearance	1	2	3	4	5	6	7	8	9	10
Flavor	1	2	3	4	5	6	7	8	9	10
Texture	1	2	3	4	5	6	7	8	9	10
Aroma	1	2	3	4	5	6	7	8	9	10

CAMP BITEMARK 2025

Unit Score Sheet

TROOP		PATROL										
1910		Unlikely Marsupials										
#	Event										Total	Max
1		Out of the Elements									19	20
2		Night Crossing									19	20
3		Survive on the Move									19	20
4		Finding the Cure									19	20
5		Call the Medic									19	20
6		Flame and Fortune									19	20
7		Nothing Can Stand in Our Way									19	20
8		Over The River and Through the Woods									19	20
9		Patrol Readiness	6	9	7	7	6	8	8	5	7	10
10		Patrol Yell	3	9	4	7	10	8	8	5	6.75	10
11		Patrol Spirit	8	7	7	5	6	8	8	5	6.75	10
12		Patrol Flag	9	5	9	4	7	9	6	9	6.75	10
	Total									178.75		200

Campsite Score

TROOP		
1910		
Description	Possible	Actual
Theme Decorated	30	25
Tents: Set up properly (flies,stakes,ground cloth,etc.)	20	17
Campsite Clean / Organized (Clean =10,Neat = 10,Safe = 10)	30	28
American and Troop flags displayed correctly	20	17
Boundary Set	20	17
Fire Ring established (Ring = 5,Water = 5)	20	17
Ax Yard (Safe Area = 5,Tools properly stored =5)	20	17
First Aid Kit (s) Visible / Accessible	20	17
Total	180	155
Inspector's Comments		
How did you get zombie slime that viscous?		

Evaluation Form

NAME	PHONE	EMAIL	UNIT
Example Human	901-867-5309	root@enoch.org	1910

QUESTION	RATING				
Location (site & facilities):	1	2	3	4	5
Leaders Guide (overall):	1	2	3	4	5
Did it help prepare you for this weekend?	1	2	3	4	5
Was it available in time?	1	2	3	4	5
Was any information missing? Please elaborate:					
No information on toilet paper plys					
Staff (overall):	1	2	3	4	5
Ease of registration:	1	2	3	4	5
Was the staff responsive?	1	2	3	4	5
Demonstrations & Activities (overall):	1	2	3	4	5
Quality of personnel:	1	2	3	4	5
Were they interesting?	1	2	3	4	5
Would you like to help plan a future event?	X	Yes, count me in.			
		Don't know, call me when it's time.			
		I might be able to help out in a limited capacity.			
Suggestions: (What did we do wrong? What did we get right? How can we improve for the next event? Continue on reverse as needed.)					
Super fun! Need a slip and slime next time!					

Requirements Covered

2nd class



1 b. Explain the principles of Leave No Trace and tell how you practiced them on a campout or outing. This outing must be different from the one used for Tenderfoot requirement

3a. Demonstrate how a compass works and how to orient a map. Use a map to point out and tell the meaning of five map symbols.

3d. Demonstrate how to find directions during the day and at night without using a compass or an electronic device.

1st class



4a. Using a map and compass, complete an orienteering course that covers at least one mile and requires measuring the height and/ or width of designated items (tree, tower, canyon, ditch, etc.).

4b. Demonstrate how to use a handheld GPS unit, GPS app on a smartphone, or other electronic navigation system. Use GPS to find your current location, a destination of your choice, and the route you will take to get there. Follow that route to arrive at your destination

7f. Explain how to obtain potable water in an emergency

Signs, Signals, and Codes

3a. Describe what Morse code is and the various means by which it can be sent. Spell your first name using Morse code. Send or receive a message of six to 10 words using Morse code.



6(a) Describe to your counselor six sound-only signals that are in use today. Discuss the pros and cons of using sound signals versus other types of signals.

6(b) Demonstrate to your counselor six different silent Scout signals. Use these Scout signals to direct the movements and actions to direct the movements and actions of your patrol or troop.

Wilderness Survival

7. Do the following:

(a) Show five different ways to attract attention when lost.

(b) Demonstrate how to use a signal mirror.

(c) Describe from memory five ground-to-air signals and tell what they mean.



Camp Forms & Maps



CAMP CARRIER

Chickasaw Council 558 • Eudora, Mississippi

PARKING POLICY

PARKING AREAS

Parking lots are found throughout camp...

- **CENTER ROAD**

The lot on Center road near Golightly serves as parking for the South end of West Road.

- **MAGDOVITZ ROAD**

Parking lot by the Dining Hall (Tomahawk Lodge).

- **WEST ROAD**

Main lot is halfway down West Road across from W8.

Limited parking across from W5, at the entrance to A2 and next to the dam by the lake.

- **NORTH ROAD**

Main lot at North Road Bathhouse.

Limited parking at N10

- **EAST ROAD**

Main lot on East Road across from E2.

Limited parking at A3.

- **RANGE ROAD**

Limited parking next to R1 and at R3.

Parking lot at Rifle Range.

• Camp Carrier is a Leave No Trace facility.

• This is a park and walk camp.

• Please be aware of the camp site set-up and parking rules.

VEHICLES

- Vehicles are not allowed in the campsites; not even to load and unload.
- Park vehicles parallel to the edge of the road leaving room for other vehicles to pass when loading and unloading camping supplies.
- Park vehicles in designated parking areas.
- No "emergency" vehicles will be allowed to park at campsites.

EQUIPMENT TRAILERS

- Equipment trailers may be parked in campsites when ground conditions are favorable. During wet ground conditions, trailers are barred from campsites as well. The Ranger, Campmaster, or Event Coordinator will advise if trailers are not allowed.
- Trailers should only be backed into campsites. Do not pull your trailer through the campsite.
- Trailers are to be parked to the side of campsites as to minimize damage to the campsite.
- If the pull vehicle is left with the trailer, it must be connected to the trailer. If you wish to disconnect the pull vehicle, it must then be parked in a designated parking area.

• **UNITS WITH VEHICLES PARKED AT CAMPSITES FOR EXTENDED PERIODS, REPEATED VIOLATIONS, MOVING OR BYPASSING BARRIERS WILL RISK BEING BARRED FROM USE OF COUNCIL PROPERTIES INDEFINITELY.**

Camp Maps & Forms



CAMP CURRIER

Chickasaw Council 558 • Eudora, Mississippi

CAMP RULES

CAMP CURRIER IS...

- **A LEAVE NO TRACE FACILITY.**

For more info go to
www.LNT.org

- **A TOBACCO FREE FACILITY.**

This includes smoking, smokeless tobacco products and vaping products.

- **AN ALCOHOL AND ILLICIT DRUG FREE FACILITY.**

Persons found with or consuming alcohol or illicit drugs will be escorted off property.

- **A PET FREE FACILITY.**

Pets are not allowed on camp. (Service dogs are exempt.)



- Individual troop camping leaders **CHECK IN WITH THE RANGER.**
- Camporee attendees check in at location designated by Camporee Director.
- Units will follow the guidelines on Guide to Safe Scouting (#34416), BSA Health and Safety Guide (#34415), Youth Protection and Age-Appropriate Guidelines for Scouting.
- Scout conduct, youth and adult, is the responsibility of the adult leader in charge. Scouting units are responsible at all times for the behavior of the scouts in their care, adult unit leaders and non-member persons associated with the unit both inside and outside of your assigned campsite. The Scout Oath and Scout Law are the best guides. First aid and safety are the responsibility of the unit adult leader in charge.
- **NO VEHICLES IN CAMPSITES.** Please refer to parking rules for more information.
- **PARK IN DESIGNATED PARKING AREAS.**
- **DO NOT BLOCK ROADS.** Leave enough room that emergency vehicles can move freely throughout camp in case of emergencies.
- No digging in campsites.
- Fires are allowed at campsites unless there is an issued burn ban. One campfire per campsite. Please use established ground fire locations. If there is no established ground fire location, use a fire ring. All fires must be completely extinguished before leaving. Burn rings should be emptied and near the road for pick up. Proper safety elements should be in place and youth members should be monitored by a capable adult.
- **PACK IT IN! PACK IT OUT!** Do not bury or burn any trash. Dumpster space is limited. If dumpster is full you must take your trash of camp with you.
- Water activities require qualified supervision. Those adults supervising must have the proper training and certification for the activities. Notify the Ranger or Campmaster before beginning any water activities.
- **COPE COURSE IS STRICTLY OFF LIMITS.** COPE Course elements may only be used when qualified instructors are present.
- Bath houses are for your convenience. Please keep them clean and in order. Bath houses used by your unit should be policed and cleaned as part of your check out process.
- Dining Hall should be used only by the units that reserve the facility. Please refer to Dining Hall Rules.
- Please conserve water. Report leaks and broken spigots to the Ranger, Campmaster or Camporee Staff.
- Please do not cut any live vegetation without approval from the Ranger.
- Picnic tables in campsites may be moved within that campsite.
- When ready to check out, remove all gear and police your entire area. This includes campsites, latrine, parking area and any facilities that were used. Contact the Ranger, Campmaster, or Camporee Site Inspector for check out.
- If you see anything that needs repaired, doesn't look right or have suggestions, please let the Ranger, Campmaster, or Camporee Staff know as soon as possible.

[illegible]

CAMP BITEMARK

Program Area Guide

1,000 FT