

Troop 212 Zombie Annihilation Triathlon 2/19-2/21, 2016

We are many years into the Zombie Apocalypse now. Zombies rule the world, with the exception of the desert, where the dry, arid weather keeps them away, except for a few mutated varieties. These mutant Zombies love the desert and can only be stopped by specialized weaponry.

The advanced crew for Troop 212 is under siege at Zombie Ridge in Calico. Your job is to rescue them; "taking care" of the mutant Zombies you encounter along the way. There are two legs of your journey, one by foot and a second by bike. On route to saving your fellow scouts, you will have to master two weapons to "whack" the mutant Zombies.

The first leg of your journey will involve running and orienteering. The route will be about one mile and will be on a combination hard pack dirt, loose gravel and sand with sections that are uphill, downhill and level. About half of the route will be on a dirt road and the other half will be cross-country through the desert. You will have to rely on your compass skills by taking a bearing to find a specific landmark and following that to Gnilwar's Bike Emporium. Along the way, you will have to whack the "Walker", one of the mutant Zombies varieties, with top-secret Zombie repellent filled paintballs before you can advance to the next leg of the course.

Before you can get your bike to start the next leg, you will visit Gnilwar's Bike Emporium where you will have to impress Gnilwar by completing a BB gun and scout skills challenge. From the distance of about 10 feet, the scout will have to open and secure a hinged door in a wall with a piece of rope using the taunt line knot to hold the door open. The opened door will reveal a shriveled up zombie brain that is attracting the mutant zombies to the area. This must be completely destroyed before you can get on your bike for the riding portion of the course. You will have 5 minutes to finish this challenge.

The biking portion will be roughly 2 miles on a combination of hard pack dirt, loose gravel and sand with sections that are uphill, downhill and level. Along this route, you will encounter a bicycle knowledge challenge. You will find a set of index cards with bicycle part names on them, which you can find in any Cycling Merit Badge book. All of the cards must be matched up with the parts on your bike in order to advance. You will have 5 minutes to finish this challenge. Once completed, you will finish riding the course to the finish line and save the advanced crew.

You will need to use a mountain bike or BMX bike for this type of terrain. The troop has two mountain bikes that may be reserved on a first come first served basis. You may also arrange to borrow one of your friend's bikes. **Do not bring a bike that is broken or has thin road bike type tires.** Please do a safety inspection on your bike before the trip and be sure it is in safe working order.

A bike helmet will be mandatory to participate. We also recommended that riders have gloves, elbow guards and kneepads.

The winners will be determined by whoever has the shortest overall time to complete the route. Keep in mind that the faster you finish the challenges, the more time you can shave off your final time. The winners and awards will be announced at campfire Saturday night.

Participation in the timed triathlon is also 100% optional and all troop member are invite attend this trip. This is a fantastic opportunity to camp in the desert when it is cool and to have fun being with your friends. You also have the option to go through the course just for fun without competing and with no time recording.

During your down time while you are waiting for your heat to start or after you have finished the race, you will have the opportunity to participate in various activities such as creating camp gadgets, advancement, archery and desert geology.

Now that you have saved the advance crew and scouts from the local zombie infestation, you will have Sunday morning free to test your bike riding skills with T212's infamous Fear Factor.

Troop 212 will provide eye protection, BB rifles and paintball markers for this event. BSA mandates that scouts may not personally transport BB rifles or paint ball markers. **No scout is to pack his own BB rifle or paint ball marker in his gear.** Please contact Fred Rawling if you have a BB rifle or paint ball marker that you are willing to let the troop borrow for this event. Please put your name on EVERYTHING.

Important note: The State of California has enacted legislation that prohibits any person from furnishing, loaning, or otherwise providing a minor any BB firing device, firearm or live ammunition without the express permission of his or her parent or legal guardian. It is necessary for you to give consent for your child to participate in any shooting sports activities. **PLEASE USE THE RANDSBURG PERMISSION SLIP FOR THIS TRIP.**

Our campsite will be a dry camp and we will need all attending adults to bring ice and water. The troop's water jugs will be available at the Monday night meeting before the trip. We will also need Firewood.

Food shopping is scheduled for Thursday, February 18th at Stater Bros. at 7PM

Depart church parking lot: Friday, February 19th at 7:00 PM sharp

Return to church parking lot: Sunday, February 21st at approximately 4:00 PM

\$25.00/\$13 to cover program materials (Co2, paintballs, BB's etc) and food for 4 meals, to include 1 lunch, 1 supper, and 2 breakfasts. The extra fuel cost is for the 2nd trailer needed to haul the bicycles.

Drivers will pay \$25, if you are not driving you will pay \$38

Please bring CASH or CHECK to the troop meeting on Monday, February 15th with the RANDSBURG PERMISSION SLIP which can be found on the website. All checks need to be made out to "BSA Troop 212".

We will be leaving Calico on Sunday around 12 noon and we will be stopping for lunch along the way home. **Send lunch money with your scout.** We should arrive at the church parking lot around 4PM. Please check Spot for travel updates.

This is a winter camping trip so pack for cool days and cooler evenings. The weather is forecasted for lows of 40 and highs of 65 so "Be Prepared". It may also be windy.

At a minimum, pack the following items with the owners name on them:

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| <input type="checkbox"/> Appropriate clothing | <input type="checkbox"/> Small towel | <input type="checkbox"/> Soap and comb |
| <input type="checkbox"/> Wide brim hat | <input type="checkbox"/> Matches or flint | <input type="checkbox"/> Proper footwear for the events |
| <input type="checkbox"/> Compass, approved as per demo | <input type="checkbox"/> Mess kit (utensils, bowl, mug, etc) | <input type="checkbox"/> Sunglasses |
| <input type="checkbox"/> First aid kit, personal | <input type="checkbox"/> Pencils, pens, notebook | <input type="checkbox"/> Sunblock and chapstick |
| <input type="checkbox"/> Flashlight | <input type="checkbox"/> Pocket knife | <input type="checkbox"/> Toilet paper |
| <input type="checkbox"/> Ground cloth | <input type="checkbox"/> Poncho | <input type="checkbox"/> Toothbrush & paste |
| <input type="checkbox"/> Handy-wipes | <input type="checkbox"/> Rope – 10 feet | <input type="checkbox"/> Warm jacket |
| <input type="checkbox"/> Hydration pack or canteen | <input type="checkbox"/> Scout handbook | <input type="checkbox"/> Long underwear |
| <input type="checkbox"/> Small day pack | <input type="checkbox"/> Sleeping bag and insulated pad | <input type="checkbox"/> |
| <input type="checkbox"/> Bike | <input type="checkbox"/> Bike helmet | |
| <input type="checkbox"/> Gloves | <input type="checkbox"/> Zombie repellent | |

**Yours in Scouting,
John Douglas**