

RESTRICTED

VAULT DWELLER'S  
**SURVIVAL GUIDE**



PREPARED FOR  
**VAULT 426**

RESTRICTED

**Scouting America.**  
East Carolina Council



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LOR  
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# CREATIVE DISCLOSURE



**This Guide is an unofficial fan creation based on the FALLOUT universe and is intended solely for non-commercial, recreational use for East Carolina Council's (501c3 nonprofit) annual Scoutoree campout event.**

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*Thank You*

**Everyone on the Scoutoree team thanks the teams of people behind developing these incredible works. Their time, talent, and energy have allowed us to explore a universe of ideas, scenarios, and possibilities. Our Scouts will benefit tremendously because of these contributions.**



**This Guide is dedicated to**

**Otto Wolff and his family**  
**Current youth member and future Cubmaster**  
**QUAIL DON'T FAIL!**



**SCOUTOREE**  
**is a celebration of our timeless values.**

**SCOUTOREE**  
**is Scouting for All.**  
**Packs, Troops, Crews, Ships, Posts, and**  
**every eligible child and adult**  
**are invited and welcome**  
**to share in the experience.**

**SCOUTOREE**  
**is a vision inspired from the heart of**  
**Wood Badge Course NST15-426-24,**  
**made real by countless Volunteers.**

**Thank you all for your support.**  
**It means everything to our Youth and their future.**

# CREDITS

## Volunteers & Professionals

### CUB SCOUTS

Little Lamplight

Adam Offy  
Pack 46

Kyle Jedrey  
Troop 219

Joe Meininger  
Pack 879

### SCOUTS BSA

ADULTS Boomtown 426 YOUTH

David Lakey  
Troop 937

Lee Cox  
Troop 41

Michael Altrichter  
Troop 81

Corinne Altrichter  
Troop 81

Andrew Wimsett  
Venturing

Troop 490 Boys  
Quest: On the Trail...

Nathan Butler

Jordan Annable

Troop 252 Girls

Welcome Committee

Alicia Salter

Earline Dunn

### TECHNICAL

+ Programming

Sharon Ermolowich  
Stage Director

Mike "Bloodfist"  
Altrichter - Effects

Richard May

Jimmy Sullivan  
Pack 81

James Fulcher  
Pack 252

### INSPECTIONS

Campsites & Gateways

Chris Cooper  
Council Commissioner

Daniel Grummert

Dal Newbold

Chad Amick  
Southern District

### RANGE & TARGET

Cubs & Scouts BSA

Hugh Farrell  
Chair

Christie Finney

Michael Waltenburg

### TRADING POST

Atomic Market

Rick Nezbeth  
OA Lodge

Molly Pleasants

### PROFESSIONALS

East Carolina Council

Clark Garthwait  
Advisor

Mia Shannonhouse  
Marketing

Credits will continue to be updated as Scoutoree 2026 approaches and after.

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# VAULT REGISTRATION & RESERVATIONS

Tentaroo Events

Register at [ecc.tentaroo.com](http://ecc.tentaroo.com).

The cost is \$25.00 per person until April 5, 2026.  
Youth four-years-old and under are free.

Regular registration will stay at \$25.00 until registration closes.

Please ensure units are signed up for the correct event on Tentaroo.

- \* Little Lamplight Scoutoree – Cub Scout Packs
- \* Boomtown 426 Scoutoree – Scouts BSA Troops, Venturing Crews, Sea Scout Ships, Exploring Posts

Anyone attending the event at any time must be registered on [ecc.tentaroo.com](http://ecc.tentaroo.com).

Registration will close on April 5, 2026, at 11:59 PM.  
No exceptions will be made for admission to this event after registration closes.

- \* Little Lamplight Scoutoree for Packs
- \* Boomtown 426 Scoutoree for Troops, Crews, Ships, and Posts

**\$25**

per person

until

**April 5**

Register at [ecc.tentaroo.com](http://ecc.tentaroo.com)

## CANCELTION & REFUNDS

The unit leader must submit a written request to the East Carolina Council Service Center prior to the start time of the event. This Refund Policy applies to all camps, events and activities of East Carolina Council, Scouting America unless otherwise stated.

### WHO TO CONTACT

All individual refunds are to be requested in writing and can be sent by mail or email to [teresa.rose@scouting.org](mailto:teresa.rose@scouting.org).

### TRANSFERS & ROLLOVERS

Fees may be applied to another individual attending the same event, camp or activity if arranged with approval in advance.

Fees cannot be rolled over to a camp, event or activity to occur at a later time.

Extenuating circumstances (i.e. relocation, illness with physician's note) may be the exception and are at the discretion of the Council.

### POSTPONED EVENTS

Postponed events, camps or activities due to weather or other unforeseen circumstances will be issued store credit with East Carolina Council, only if the participant would be unable to attend the make-up date, at the discretion of the Council.

### CANCELTION FEE

A cancellation fee will be subtracted from refunds to cover bank fees and processing costs. Events or activities with fees less than \$10 will generally not be refunded.

Refunds that are made 30 days or later from the event will be a full refund, minus any bank fees. Refunds made 7 days to 30 days prior to the event will be given a half refund. Refunds less than a week prior to the event will be up to the discretion of the council based on materials already purchased for the event.

No refunds will be issued once the event starts.

# VAULT ARRIVAL

Leader Check-in Time | Friday

# 12:00 pm

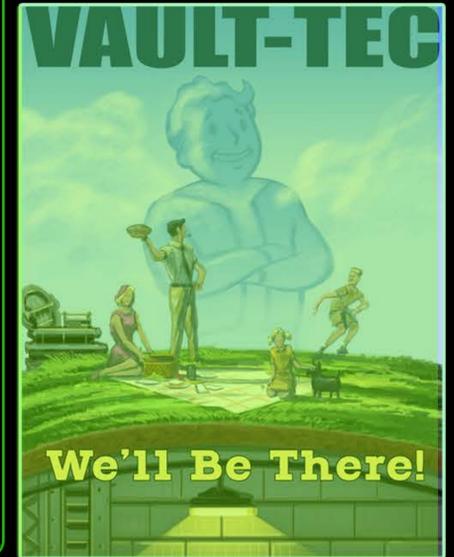
Please check-in with the Welcome Committee upon arrival by calling 252 515 0815.

General Check-in Time | Friday

# 3:00 pm

All gates at Camp Bonner North will be open to incoming and outgoing traffic during the weekend.

From all of us at Vault-Tec  
**Welcome home!**



Enjoy a drive along the coastal shores of North Carolina on your way to Vault 426, located in the beautiful town of Washington!



Vault Parking brought to you by Corvega, maker of the Atomic V-8.

## PARKING

Vault citizens will be able to park near their site after check-in. Your vehicle should be parked so that it does not hinder any designated roads, paths, or trails for residents, Vault-Tec executives, emergency services, the US military, etc.



Arrive in style on a Horizon Airlines jetliner.

Don't forget to stock up on Nuka-Cola before the big door closes. It could be a very long stay!



Everybody loves that Nuka!

## DEPARTURE

Checkout Time | Sunday

# 10:00 am

Please ensure your site is clear of human traces, signs, or remains. If there is an issue with your site after departure, a Vault-Tec quality assurance technician will contact your unit leader.

Please be sure that all belongings and loved ones are packed for final departure. Be mindful of Leave No Trace to help you lessen your tracks so everyone can enjoy preservation. Remember, pack in, pack out!



Thank you for choosing Vault-Tec's Societal Preservation Program. Future generations will also thank you for making the right choice. Don't forget to register the family! Reserve now at [ecc.tentaroo.com](http://ecc.tentaroo.com).

# CONTRABAND

These items are **NOT** allowed during your stay in Vault 426



## Explosive devices



**Includes**

Tactical launchers  
Mines  
Molotov cocktails  
Grenades

No firearms, fireworks, or explosives are allowed in camp. Only law enforcement officers operating within their jurisdiction and range safety officers managing Range & Target events may carry firearms onto the property. No exceptions. Zero.

## Tobacco



Adult leaders must support the attitude that we are better off without tobacco. Use of any tobacco products, including electronic cigarettes, vapes, and chewing tobacco, may only be used in the designated tobacco use area, and never within the view of any Scouts or other youth.

## Alcohol / Illegal drugs



No alcoholic beverages or illegal narcotics (including cannabis) are permitted at this event or any Scouting event.

Consider fictional radiation remedies:



Rad-X



RadAway



RadShield

## Pets



No pets are allowed on property at any time. Service animals are permitted by federal law. Please submit a request on our website at [Scoutoree.org/animal](http://Scoutoree.org/animal). You will be required to answer two questions to submit.

## Personal motorized/mechanical vehicles



No personal transportation vehicles are permitted. Leave bicycles, skateboards, skates, scooters, ATVs, and golf carts at home.

## LOST & FOUND

If personal belongings or people have been left behind after returning home, please submit a Lost & Found request at [Scoutoree.org/lost](http://Scoutoree.org/lost).

Items will be held for thirty (30) days after the event concludes.

Visit [Scoutoree.org/lost](http://Scoutoree.org/lost)

*Come Visit...*  
**POINT LOOKOUT, NC**



This Contraband reminder brought to you by Point Lookout from the beautiful jetties of North Carolina.

**! Traveler's Note: Beware of reported smuggling activity while visiting.**

## RESTROOMS & WASH STATIONS

Portable toilets and wash stations will be provided by Council and positioned around camp so that all campsites have proper restroom access. Units may also purchase their own portable toilet, delivered right to their site.

Camp Bonner North is a primitive camp. There are no permanent restroom facilities. Pump hydrants serve water access to dozens of sites throughout the property.

*New this year!*

*Toilets on  
Tentaroo!*

Wash stations also available for \$125 on Tentaroo.



**\$125**

**per portable toilet**

**add to your  
Tentaroo order**

Order at [ecc.tentaroo.com](http://ecc.tentaroo.com)  
available for Packs & Troops

## FIRE/FUEL

Ground fires are allowed in camp. An alternative is the use of a portable raised patio fire pit. Firefighting equipment consisting of one (1) water bucket, one (1) sand bucket, and a dedicated shovel needs to be maintained at each campsite. Each campsite can only have one (1) fire pit. A designated fireguard is required.

The cutting of live trees is not permitted. Use fallen, dead wood only for fires. **DO NOT USE** liquid.

**! Important: use of liquid fuel will result in eviction of all responsible parties.**

### YOUTH & FIRE

Cub Scouts and other youth are not permitted within five (5) feet of a campfire unless they are cooking. Webelos and Arrow of Light Scouts are the only Cub Scout ranks permitted to cook outdoors under adult leader supervision.

### FUEL

The only fuel allowed at Camp Bonner North is propane and butane. Fuel cannot be stored in or near tents. Cub Scouts cannot operate fueled devices. Gas generators are not permitted (except for use with medical devices.)

Submit your medical request at [Scoutoree.org/medical](http://Scoutoree.org/medical)



### SITE FIREFIGHTING EQUIPMENT

Required for each fire pit at camp



Water  
bucket



Sand  
bucket



Dedicated  
shovel



Designated  
Fireguard +  
posted details



**CAMPFIRE**

Only one (1) per site

## WASTE REMOVAL

There are no dumpsters at Camp Bonner North. All garbage removal is the responsibility of each unit. Pack in, pack out. Wastewater should not be disposed of within 50 feet of the unit's site.

Have your unit police the campsite for human remnants before leaving. If they don't do a good job, make them do it again.

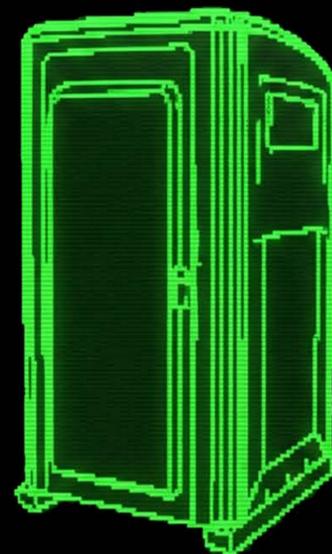


When the waste hits the land,  
stay relieved and ready in a

## SIT-BOY

You'll be glad you ordered early.

Others will be mad they were  
caught short. Sit like a king, or  
queen, while everyone else deals  
with the waste.



A luxury of the times, the SHTR-2000,  
brought to you by Yum Yum Deviled Eggs

Introducing the Sanitary Habitat for Troop Relief,  
the latest in modern mobile rest convenience.

Guarenteed to flush after the flash!

ULI-TEC SOCIETAL  
SERVATION PROGRAM

**BOOMTOWN 426**

**426**

PURGE VALVE

DANGER!  
TAMPERING MAY  
LEAD TO LOSS OF LIFE

**PRESS [ START ]**

WARNING:  
PRESSURIZED  
Stand 10 meters back  
during initial purge bell.  
Do not approach until all clear.

## QUESTS

Designed for Troops, Crews, Ships, and Posts  
v2 indicates pages releasing in version 2 Guide update

## XP

Experience points eligible for top patrols  
and troops from each District

---

### Wasteland Radio

Tune in to BOOM! AM at camp

500

### The Cram Classic

Meal Competition

100

### Citizenship in the Community

Friday night election of Mayor and Sheriff

Optional

### The G.O.A.T.

Generalized Occupational Aptitude Test

400

### Welcome to the Neighborhood

Gateway & Campsite Inspection

v2

### Radiation Racer

No Way Through But Through

150

### Trace to Oasis

Geocaching Adventure

250

### On the Trail...

Explore Vault 490

300

### Don't Mess With Boomtown

Defend the Town

150

### Paragon or Pariah?

Fusion is the Future

100

# QUEST

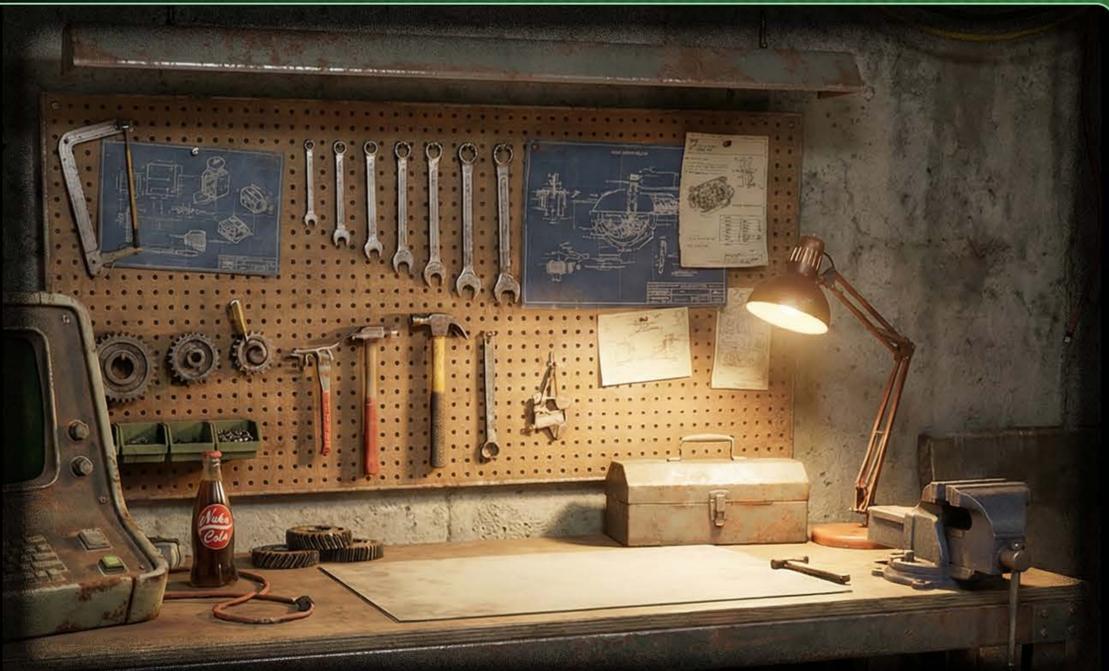
# WASTELAND RADIO

## OBJECTIVES

1. Build unit radio at home
2. Set up radio at camp
3. Tune in to BOOM! AM Radio Station



BUILT BY  
YOUR UNIT



## ENGINEERING REQUIREMENTS/CONSIDERATIONS

- ⚠ Must be built using common household/hardware items
- ⚠ Housing is permitted but must be removeable for inspection
- ⚠ Other resources and homemade configurations may be used besides those supplied in this Guide



## MISSION LOG

When we lived in Vault 426, all news and information flowed though our Pip-Boys or over the intercom from the Overseer's office.

Out here in the Wasteland, radio is still the star. I'm not sure how reliable the information is coming over the airwaves, but it's really all we have, aside from hearsay and gossip.

Vault life was all about control. Wasteland life is chaos. I have a feeling we shouldn't expect a happy median.

## QUEST POINTS

**+500 points**

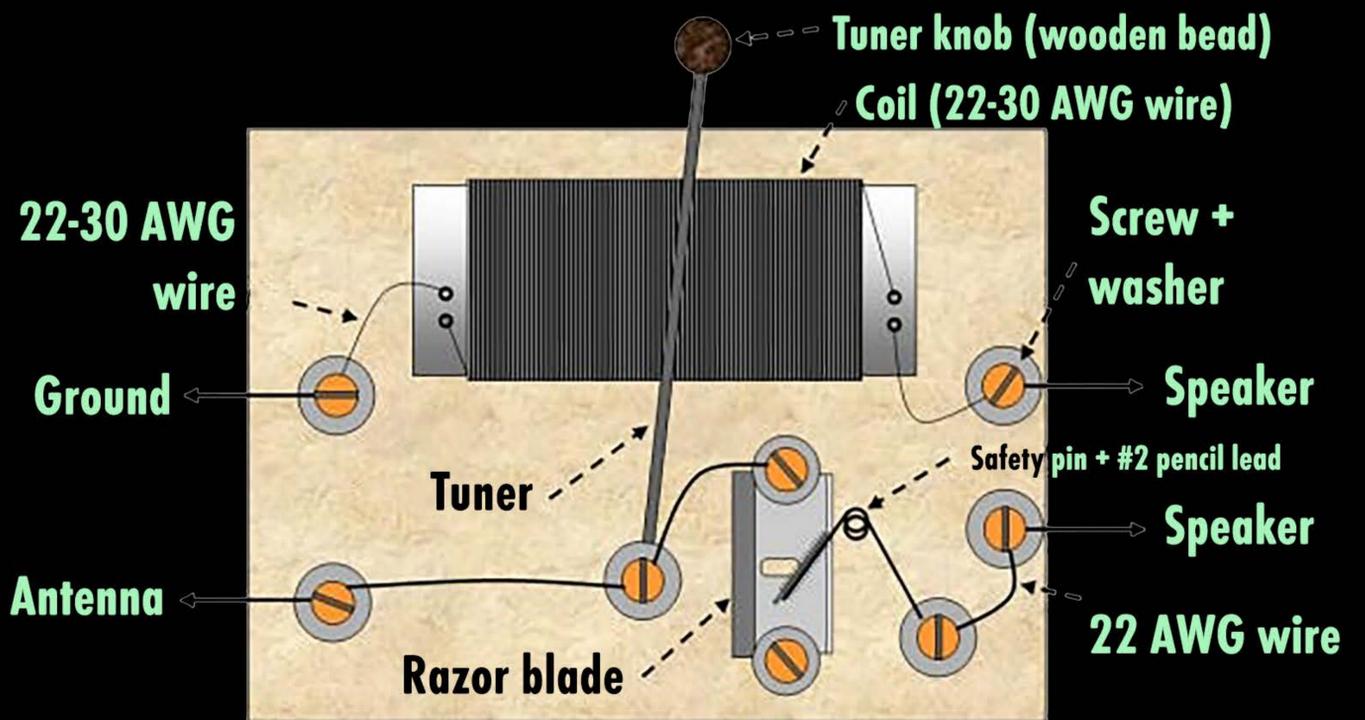
## XP

- 100 | Pre-build unit radio
- 200 | Set up for inspection
- 100 | Radio powers on [only static]
- 100 | Tune-in to BOOM! AM [heard clearly]



<https://www.youtube.com/watch?v=-A12Jixj5Bs>

<https://www.youtube.com/watch?v=8XR9Uzy2RPM>





*"It keeps!"*

You may not WANT to eat it today but you may HAVE to eat it tomorrow!

**QUEST**

# THE CRAM CLASSIC



MEAL  
COMPETITION



12:30-1 PM  
SATURDAY

## OBJECTIVES

1. Prepare delicious spam-based meal
2. Scouts submit entry
3. Judges enjoy

## MISSION LOG

Boomtown has a cooking competition every year and we were told by the Minutemen that we can enter because we've eat better meals than most Wastelanders due to our upbringing in Vault 426. Some of us were responsible for cooking in the vault and the rest of us showed up to eat. Guess which group we were in.

Contest officials call for CRAM every year because "it keeps" and it's littered all over the Wasteland.

## RULES

1. Webelos, AOLs, Scouts, Venturers, and Posts may participate.
2. Meal must be fully cooked and ready to eat upon delivery.
3. Entry was cooked and prepared by Scouts, with adult assistance if needed. Adults should not cook meal without Scouts.
4. Delivered by Scouts, using buddy system. Adults may escort.
5. For full creativity XP, consider other options beyond sandwiches.

**A FOOD FLASH**

Make sure everything necessary to properly judge your meal is packaged up with your entry.  
Unit # labeled and obvious. ★★

**+100 points**

**XP**

- 25 Submitted by youth
- 25 Fully cooked
- 25 Presentation/appearance
- 25 Creativity

Required ingredient:

**SPAM**



## QUEST

# CITIZENSHIP IN THE COMMUNITY

### OBJECTIVES

1. Units submit candidates
2. Scouts research candidates
3. Find your polling location
4. Vote for the future



6-8 PM  
FRIDAY



MAY  
ELECTION  
NIGHT



Fallout Fan Art by Will Pitney. See more of Will's work at [willpitney.artstation.com](http://willpitney.artstation.com)



3 candidates/futures will be selected for each position.

### MAYOR

Choice 1

Choice 2

Choice 3

### SHERIFF

Choice 1

Choice 2

Choice 3

Majority wins May 1 election. Choices will be announced April 15 on [Scoutoree.org](http://Scoutoree.org) and Facebook District groups.



ELECTIONS  
CERTIFIED  
FREE, FAIR  
& SECURE



YOUR VOTE  
MATTERS

## MISSION LOG

Just as it did in Vault 426, democracy is fighting for relevance in the Wasteland. Election night is Friday and my patrol is going to vote. We're voting for two important Boomtown positions: mayor and sheriff. Voting seemed to matter inside. It probably matters a lot less out here. Either way, some say is better than none.

## MAIN QUEST OPTIONAL ACTION

# A TALE OF TWO FUTURES

Scouts who participate in this optional quest are voting to influence story elements, events, and features of Scoutoree Part III. Your vote could mean the difference between a future filled with promise, or a future fraught with peril. Winners of the Friday night races will be inaugurated at the Saturday morning Boomtown Square gathering.

## CANDIDATE SUBMISSION REQUIREMENTS

Units may submit one (1) candidate for mayor and one (1) for sheriff. Submit by April 1.

### Mayoral Requirements

1. Must be registered youth member of a Scouting America troop, crew, ship, or post
2. Must currently serve on Patrol Leader Council or Venturing, Sea Scout, Exploring equivalent (Senior Patrol Leader, ASPL, Troop Guide, Patrol Leaders)
3. Unit must submit candidate headshot, name, position, and vision of the future at [Scoutoree.org/mayor](http://Scoutoree.org/mayor)

### Sheriff Requirements

1. Mayoral requirement 1. plus the following:
2. All other unit positions accepted
3. Unit must submit candidate headshot, name, position, and plan for security at [Scoutoree.org/sheriff](http://Scoutoree.org/sheriff)

# G.O.A.T.



## QUEST

# THE G.O.A.T.

## GENERALIZED OCCUPATIONAL APTITUDE TEST

### QUEST POINTS

**+400**  
points

**XP**   
100 for each  
rank section



**RANK**  
**SKILLS**

### OBJECTIVES

1. Sign up for the G.O.A.T.
2. Find your class
3. Complete the test
4. Certify your rank

### MISSION LOG

Today is the day. My patrol is taking the G.O.A.T. I guess we're going to see what all this training was worth. I hope my skills are enough to help my patrol survive in the Wasteland. I've heard a lot of stories of strange creatures out there. Not human. The Overseer tells us that we shouldn't worry. We've been training our whole lives for this moment.



SECOND CLASS

**+100 points**

### TIE | 10 XP EACH

- Bowline
- Sheet bend

### FIND | 20 XP EACH

Four (4) points on a compass grid



SCOUT RANK

### DEMONSTRATE | 5 XP

Whipping

### TIE | 5 XP EACH

- Square knot
- Two half-hitches—must be tied correctly
- Taut-line—same as above



TENDERFOOT

### IDENTIFY | 5 XP EACH

- Fusing—must say fusing, not melting or burning
- Natural fiber rope
- Synthetic rope
- Coral snake, cotton mouth, copperhead, rattlesnake
- Black widow and brown recluse
- Poison ivy, poison oak, poison sumac

### RECITE | 5 XP EACH

Four (4) points of the EDGE method



FIRST CLASS

**+100 points**

### TIE

Timber hitch, clove hitch, diagonal lashing, and square lashings

### Cardiac arrest first aid

1. Call 9-1-1
2. Use AED
3. Chest compressions

"Leave No Trace" principles

Five (5) signs of a heart attack



### DETERMINE | +100 points

Five distances and directions on a map—10 measurements, 5 points each (full credit for +/- 10%, 3 points for +/- 20%)

Height by the felling method and the stick method—10 points each (partial credit awarded) full credit for +/- 2 feet, 5 points for +/- 4 feet

Distance across using the compass method and the stick method—10 points each (partial credit awarded) full credit for +/- 4 feet, 5 points for +/- 7 feet

Distance by walking (partial credit awarded, reference above)



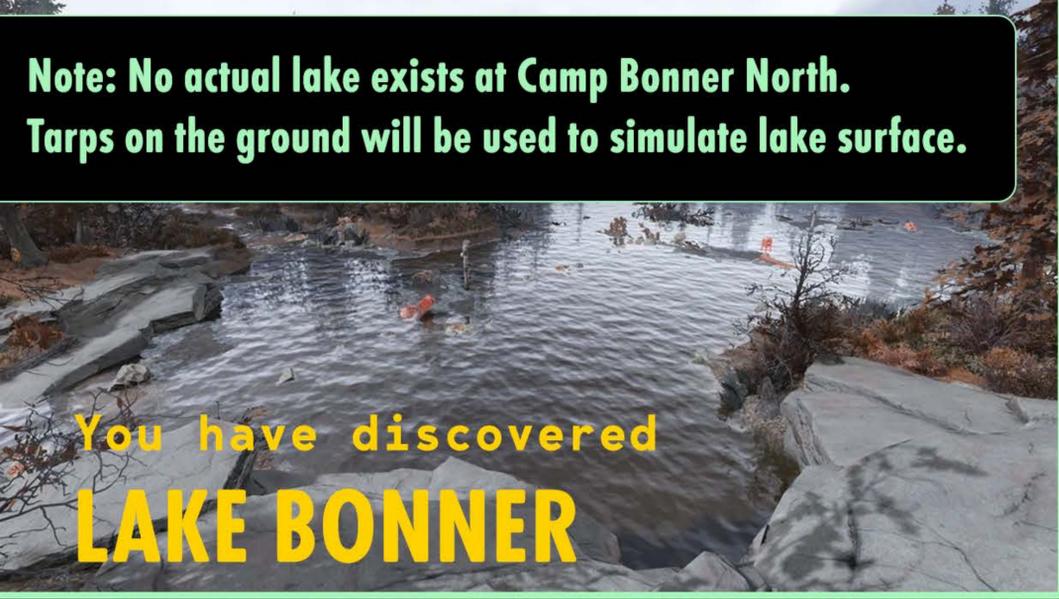
# RADIATION RACER

## OBJECTIVES

1. Assign patrol members to build your transport device
2. Assign patrol members to cross the lake
3. Compete for best time



TIMED EVENT



Note: No actual lake exists at Camp Bonner North.  
Tarps on the ground will be used to simulate lake surface.

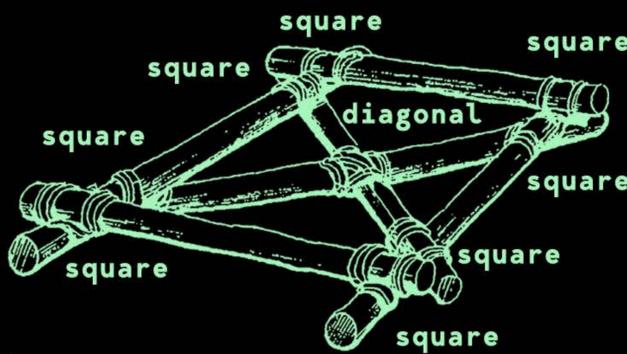
You have discovered  
**LAKE BONNER**

## MISSION LOG

My patrol arrived at a severely irradiated lake today. We've scouted both sides trying to get around, but found them impassable. An old lake structure of some kind makes crossing by foot dangerous, but achievable. All members of our patrol may be able to cross, except for one injured Scout. We'll have to build a transport vehicle that can get over the lake. To make matters worse, there's a band of raiders not far behind us. We must hurry. We've heard stories of what people do for food out here...

## TUTORIAL

1. Attach a rope with 2 bowlines for the rider.
2. Attach two ropes to the frame with 2 half-hitches for hauling lines.
3. The patrol hauls the frame and rider 50 feet over the lake.



Ski sets, framing materials, and rope will be available for use by patrols at the event.

**L** MAKE HASTE!

Every minute counts. One point deducted for every minute over 25 minutes. Teamwork and division of labor matter. ★★★★

DIFFICULTY

QUEST POINTS  
**+150 points**  
XP 

---

- 63 | 9 lashings
- 20 | 4 knots
- 10 | All members tie
- 32 | Frame crosses lake in 20 minutes or less
- 25 | 25 points for 25 minutes or less



# TRACE TO OASIS



GEOCACHING  
EVENT

## OBJECTIVES

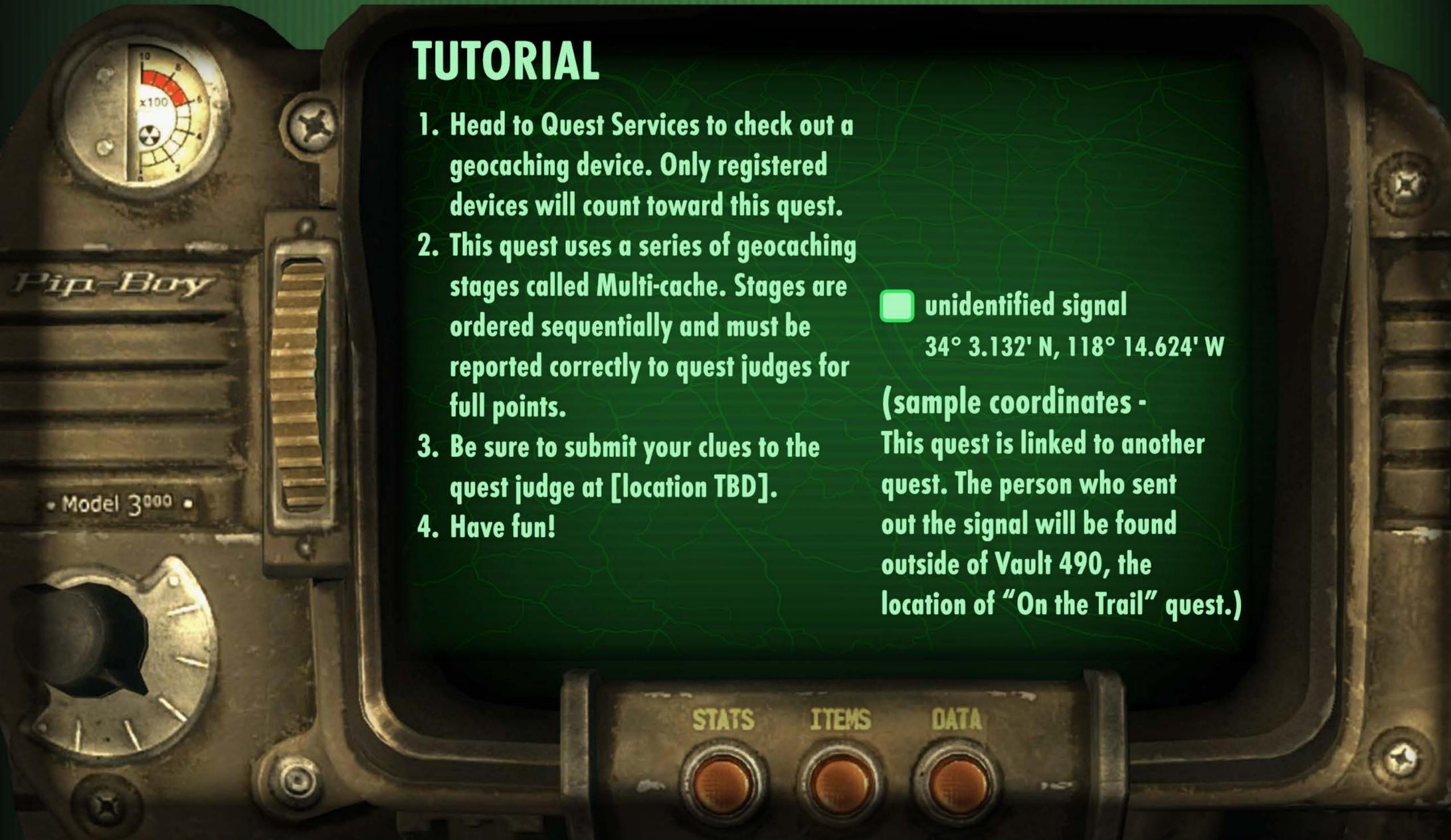
1. Find the signal
2. Track down all GPS clues
3. Find Oasis
4. Talk to a tree

## TUTORIAL

1. Head to Quest Services to check out a geocaching device. Only registered devices will count toward this quest.
2. This quest uses a series of geocaching stages called Multi-cache. Stages are ordered sequentially and must be reported correctly to quest judges for full points.
3. Be sure to submit your clues to the quest judge at [location TBD].
4. Have fun!

 unidentified signal  
34° 3.132' N, 118° 14.624' W

(sample coordinates -  
This quest is linked to another quest. The person who sent out the signal will be found outside of Vault 490, the location of "On the Trail" quest.)



### +250 points

### XP

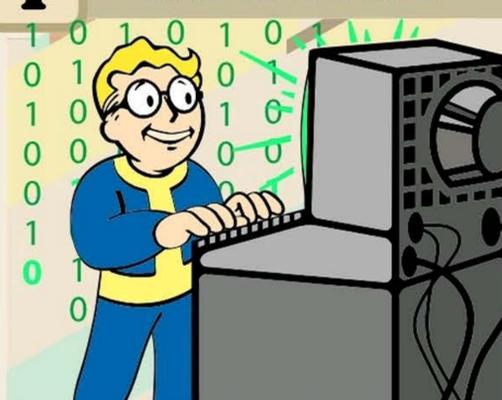
- 50 Find the signal
- 50 Find waypoint #2
- 50 Find waypoint #3
- 50 Discover Oasis
- 50 Talk to a tree

## MISSION LOG

Our patrol leader's Pip-Boy has picked up an unidentified satellite signal. They thought it was a glitch at first, but the signal hasn't cleared after running the debug program.

Nothing is ever what it seems out here. There's no telling what will be at the marker. Our PL thinks it's a corrupted distress signal from another patrol. Yeah, right...

**I** MASTER TRACKER



Submit waypoints in correct sequence for full points. Deduct 50 points otherwise.



# ON THE TRAIL

You have discovered  
**VAULT 490**

**490**

DESIGNED BY  
TROOP 490

## OBJECTIVES

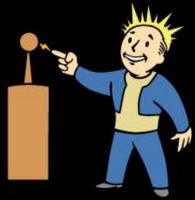
1. Find and enter Vault 490
2. Restore power to the vault
3. Treat the lone vault dweller
4. Receive the message



## MISSION LOG

We've discovered what appears to be another vault. Just a wild chance, really, since we were hunting down a mysterious geocaching trail. It's weird that we could meet other vault dwellers out here.

But honestly, something feels off already. The door to the vault is partially open, which isn't protocol. My patrol leader has decided we're going in. Maybe we'll find some supplies, but more than likely we'll find more trouble. Here goes everything.



**LINEMAN**

Your knot-ledge comes in very handy -- tie these seven knots commonly used in electrical and cable work.



Electrician's Knot



Clove Hitch



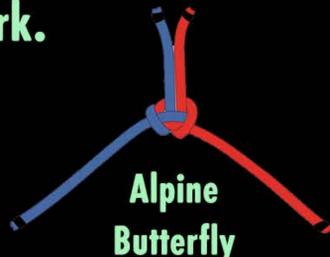
Figure Eight



Square Knot



Sheepshank



Alpine Butterfly



Bowline

## E POWER PATCHER



Only when all seven knots are tied correctly will the door open to help the injured occupant. Good luck!



DIFFICULTY

## QUEST POINTS

**+300 points**

XP

50 Tie 2 knots

50 Tie 4 knots

70 Tie 7 knots

80 Analyze scene/treat

50 Receive message from Oasis member

## N FIRST AID



While the injured occupant is lucky Scouts showed up, electrical burns require a higher level of care. Be sure to activate the vault distress signal before leaving.



## JUMP START

After restoring power, your patrol encounters an injured occupant. Their injuries look like electrical burns.

- ⚡ Look for scene safety
- ⚡ Analyze current path/amount/duration
- ⚡ Identify fractures and dislocations
- ⚡ Treat minor burns/send for outside help

# QUEST

## DON'T MESS WITH BOOMTOWN

### OBJECTIVES

1. Pre-build and deliver launcher
2. Defend Boomtown!



BUILD AT HOME

### MISSION LOG

Just when you think things can't get any crazier, Boomtowners tell us of a new threat migrating from the north. This "monster" appears to be some kind of mutated humanoid. Locals aren't exactly sure of their origin, but the rumor mill is churning about increased Enclave activity near Washington DC.

There's an urgent request from both the Sheriff and Mayor to craft a response to preempt potential incursions by these super mutants. The Sheriff said, "Build something that will help unfriendlies understand why we call this little slice of heaven Boomtown!"



### Wasteland materials List

- 🎯 6 tennis balls
- 🎯 6 poles/staves
- 🎯 Rope for lashings
- 🎯 Shot holder
- 🎯 Elastic bands
- surgical tubing?

"Little Boy"

QUEST POINTS  
**+400 points**

XP	
200	Deliver pre-built launcher; show proof of lashwork
100	One n' done
50	Body
50	Arms



**S** A SCOUT IS THRIFTY

Your patrol only found enough material in the Wasteland for six (6) shots. Target hits count no matter how many times one target is hit. 400 quest points max.

**S** ★★

# PARAGON OR PARIAN?

**+100 points**  
**XP**

**OBJECTIVES**

1. Surprise! One of your patrol members has decided to use the lab to commit evil deeds.
2. Jump into the lab to isolate the deuterium before they do.

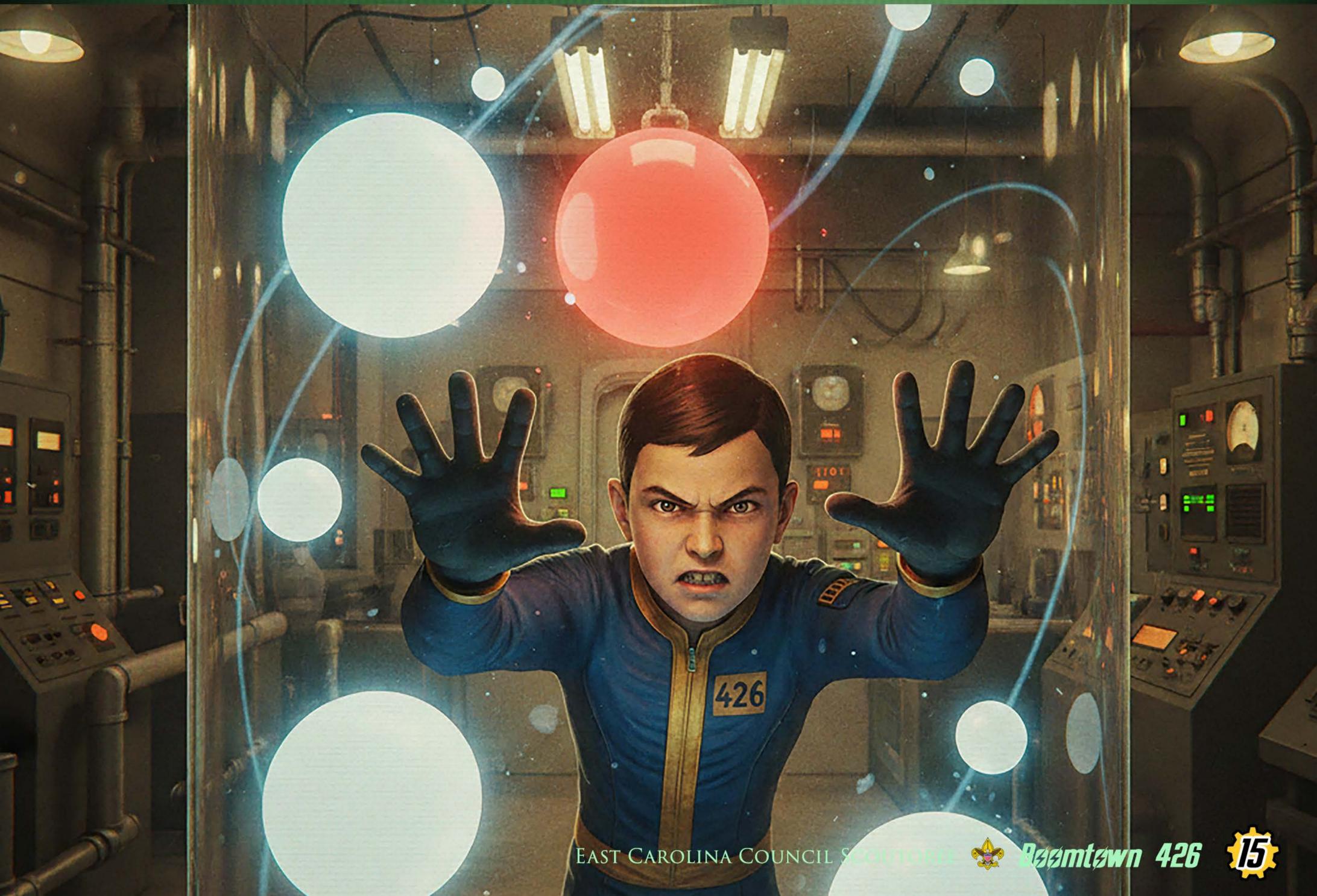


ETHICAL EVENT  
2-PERSON GAME

You have discovered  
**TRINITY LABS**

**MISSION LOG**

The patrol found something pretty concerning today--a laboratory containing highly classified pre-war military projects. Our quartermaster believes the equipment inside is used in the process of creating nuclear fusion. The lights are on, but nobody's home, though. There appears to be some kind of modified atom capture chamber that's fully powered and ready for use. It's hard to believe we found this kind of technology this intact, and more unbelievably, this advanced. It's applications range from utopian to obviously apocalyptic. One of the members of my patrol actually suggested that we use it to isolate deuterium for use in developing a fusion-based offensive strategy in the Wasteland. I hope they're joking...



**RANGE & TARGET  
MASTER LOCK  
0 Bobby Pins Remaining**

The Range & Target cabinet is currently closed for inventory review. Please check your Pip-Boy regularly for updates.

We will update you soon about Range & Target activities for Boomtown 426 Scoutoree 2026, serving Troops, Crews, Ships, and Posts.

Units can expect archery, tomahawks, throwing knives, and another unannounced activity.

# LAMPLIGHT CAVERNS



## LITTLE LAMPLIGHT

PRESS [ START ]

CUB SCOUTS



THEMATIC ELEMENTS,  
INTENSE FANTASY  
SEQUENCES AND SOME  
SUGGESTIVE REFERENCES

All Ages Admitted



**October 23, 2077**

**82 Cub Scouts from Eastern North Carolina went on a field trip to Lamplight Caverns with ten adult leaders.**

**Just as they were packing up to leave, the caverns began to shake.  
Panic ensued as the lights went out.**

**Not long after the shaking stopped, two adult leaders went out to see what happened.**

**The adults returned to report a world devastated,  
with traces left by man that could never be erased.**

**May 1, 2252**

**PRESENT DAY**

wELCOME TO

LITTLE

LAMPLIGHT

# LITTLE LAMPLIGHT

## SCHEDULE



**Friday Night** *May 1*

4:00 pm

Check-in

4 - 10 pm

Campsite setup

8:00 pm

Movie Night  
& Leader meeting

10:00 pm

Lights out

**NOW SHOWING**



**Saturday** *May 2*

7:00 am

Reveille

8:15 am

Town Meeting

9:00 am



Little Lamplight opens

12:00 pm

Lunchtime

1:00 pm

Lamplight continues

4:00 pm

Cub Campfire program

7:45 pm

Saturday Night Show



**Sunday** *May 3*

7:00 am

Reveille

8:30 am

Interfaith Service

10:00 am

Checkout





You have discovered  
**LITTLE LAMPLIGHT**

me and another cub were separated from our group. We used our whistles, but nothing human came looking for us. We ducked behind old cars and stayed covered as we looked for shelter. We finally found a cave! A tiny light led us to a cutout in the cave wall. A whole group of kids are down here!



**QUEST POINTS**

**+300 points**

**XP**

- 100** | Build gateway
- 50** | Sign with name and Pack #
- 50** | US flag and unit flag
- 100** | Can- or bucket-style lamp with Scouting emblem cutout; battery/solar power

**QUEST**

**LIGHTING THE WAY**

**WELCOME!**

**GATEWAY REQUIREMENTS**

1. Build a gateway structure for your campsite
2. Include a sign with Pack #
3. Incorporate US flag and unit flag in design
4. Hang a can- or bucket-style lamp from gateway; lamp must have cutout of emblem from Scouting
5. Use battery or solar power to light up lamp; **DO NOT USE FLAME**



In a world of darkness, your light is essential in humanity's recovery.

**AT JOURNERS  
END FOLLOW  
FREEDOM'S  
LANTERN**

Help other children discover your campsite by hanging a lamp on your Pack gateway.



Judges are also looking for "Best Designed" gateway lamp. The top 3 will receive special awards at the Saturday night show. Cutouts, light output, and ornaments will be considered.

**CAMP LITTLE LAMPLIGHT  
- PACK 1 -**



**LAMP SIZE**

Must be 102 ounces or greater in size.

**Suggestions:**

-  =/+ 102 oz. cans
-  1-gallon paint can
-  5-gallon bucket





You have discovered  
**MACCRAFT'S CRAFTSHOP**

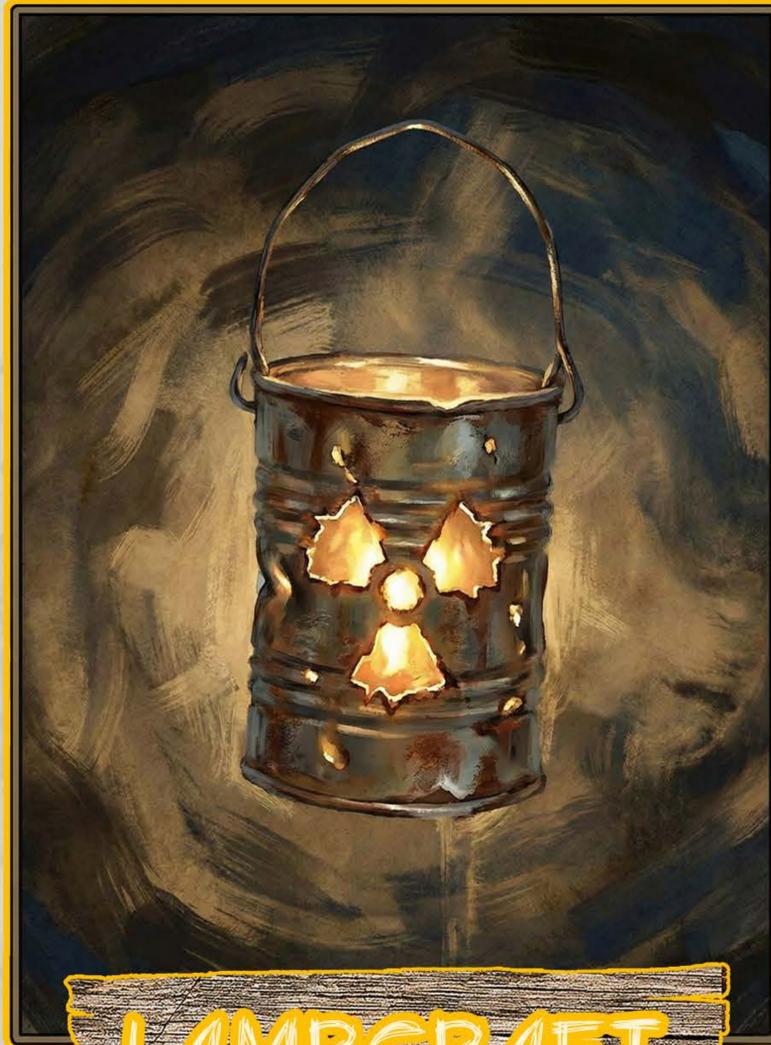
Everything down here was scavenged long ago and theres nothin coming from Mungo Land except trouble! Lamplighters do what we CAN with what we CAN! HAHA! We use old cans to make lamps and old cardboard to make toys like the CUB COMMANDER 3000 for everyone!



Water in the Wasteland is usually contaminated by radiation fallout from 175 years ago.

Make sure your Lamplighters stop by the water filtration station to learn about basic water filtering.

QUEST  
**CAVECRAFTER**



**LAMPCRAFT**



Even Lamplighters shouldn't run AND play all day!

But they can sit, play, and craft while taking a break from exploring the Caverns.

Cans and cardboard scavenged from the Wasteland will be available for your Cubs to decorate.



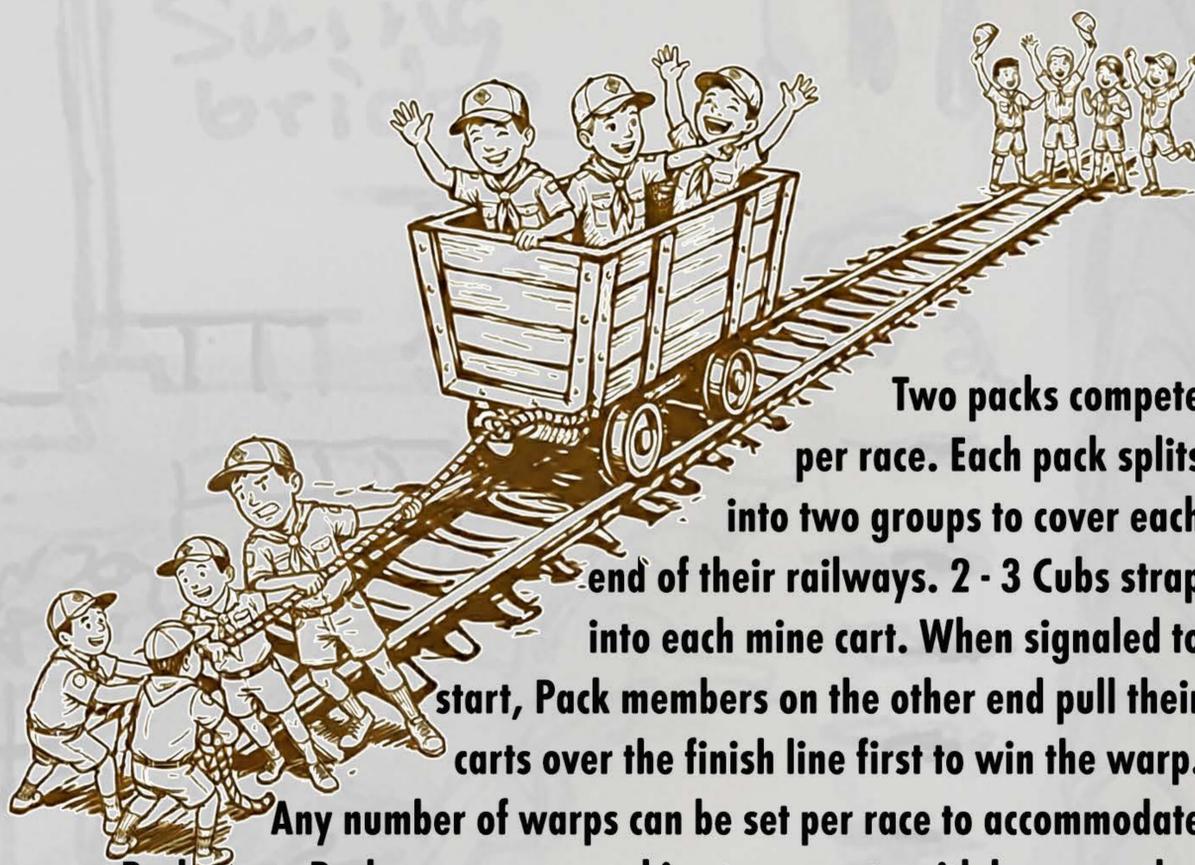
# WASTELAND WAGON WARP



You have discovered  
**THE FUNDERGROUND**

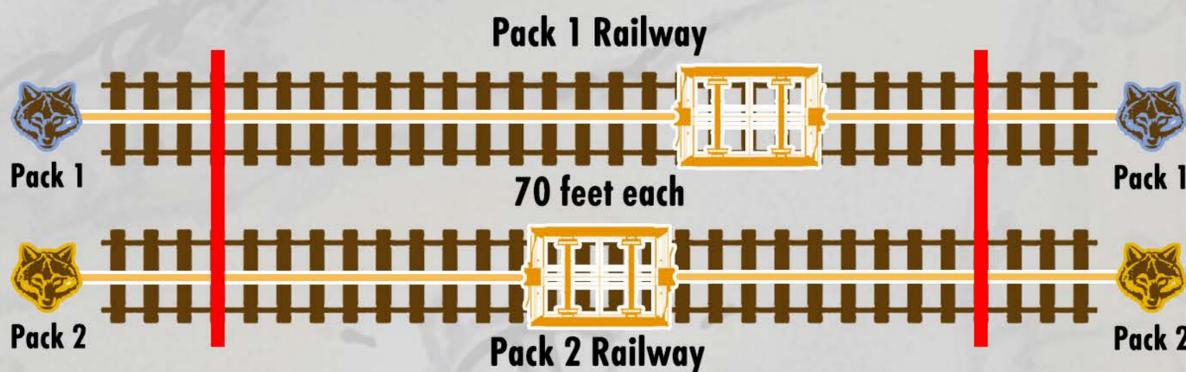
We dont get outside much but we dont really have to with fun like the wasteland wagon warp! Ive seen kids flying through mine tunnels like rockets!

Our Pack is headed to the track now. Everyone shows up and everyone gets to ride! A mungo snuck on once but they ended up on the wrong track and we never saw them again.



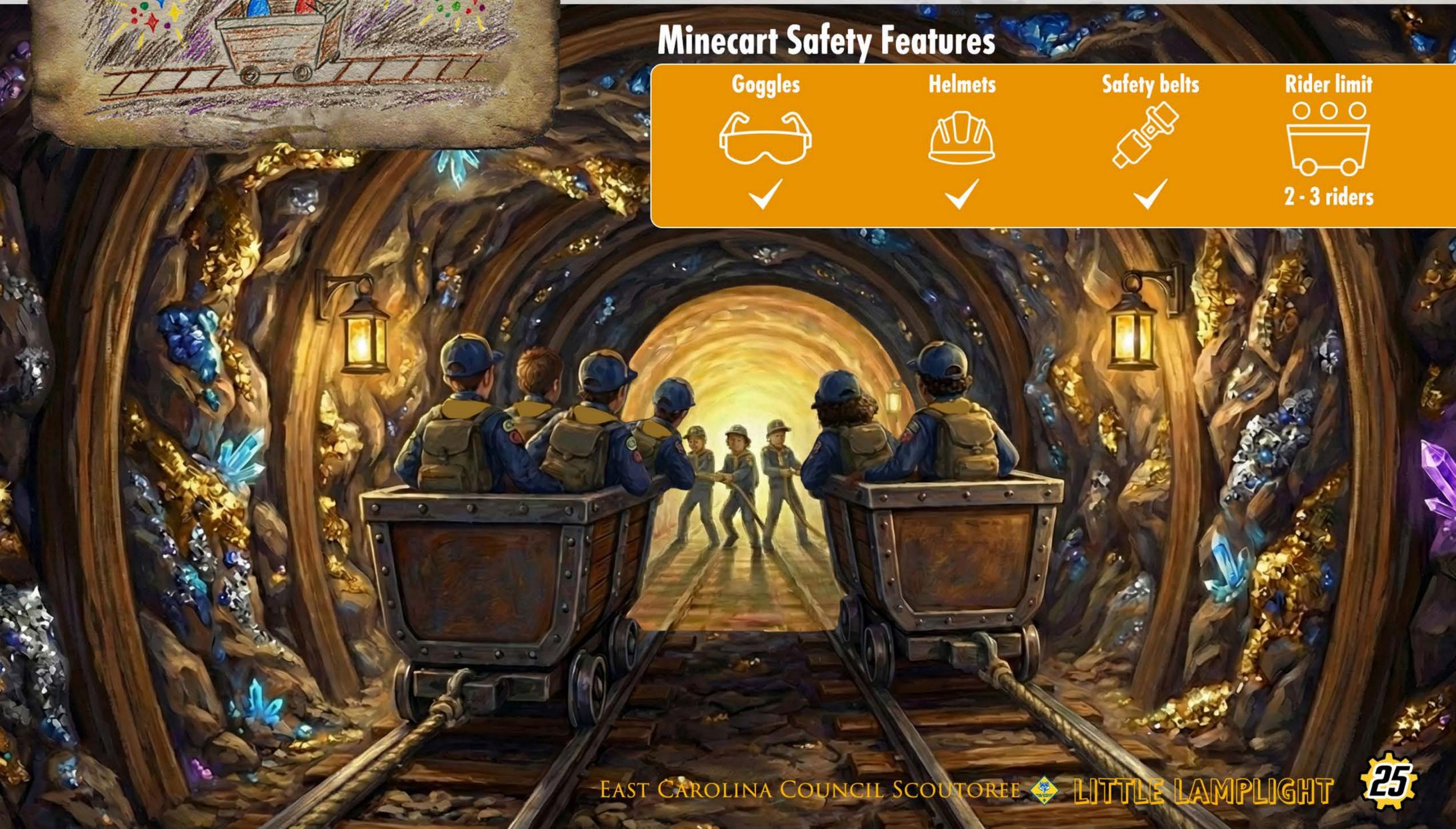
Two packs compete per race. Each pack splits into two groups to cover each end of their railways. 2 - 3 Cubs strap into each mine cart. When signaled to start, Pack members on the other end pull their carts over the finish line first to win the warp.

Any number of warps can be set per race to accommodate Pack sizes. Packs may even combine to compete with larger packs.



## Minecart Safety Features

- Goggles  ✓
- Helmets  ✓
- Safety belts  ✓
- Rider limit  2 - 3 riders



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MASTER LOCK  
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We will update you soon about Range & Target activities for Little Lamplight, serving Cub Scout Packs

Units can expect slingshots, archery, and rubberband guns.



Welcome to the Atomic Market! You may have noticed that things work a little differently in the Wasteland, and the Boomtown economic nexus is no different!

Your pre-war cash currency is no good here! To purchase goods in the Atomic Market, exchange your cash for bottlecaps at the Red Arrow Trading Post.

## Our Weekend Market Vendors



Celebrate 250 years of American history and progress at East Carolina Council's second annual Scoutoree!

Stay tuned for a list of festival-enhancing exhibits and vendors.



Vendor space is free and available for all Scouting America programs. Scoutoree is the time and place to share information about High Adventure, Sea Scouts, Venturing, Exploring, events and more.

Request space on our website: [Scoutoree.org/vendorspace](http://Scoutoree.org/vendorspace)

**EVENTS WELCOME**

Share information about your event/training with everyone!



EXP  
LOR  
ING

### RED ARROW TRADING POST

Hours: 10 am - 5 pm

CASH & CARD accepted

Bottle and Cappy

\$1 = 1

1.00  
United States Treasury dollar

1.00  
Scoutoree-issued unique bottlecap

Enjoy a diverse menu of beverages and snacks to keep you fueled up while exploring the Wasteland!

Use your hard-earned bottlecaps to purchase concessions at the Red Arrow Trading Post.

EAST CAROLINA COUNCIL  
SCOUTOREE  
PRESENTS



**HUNDERSTRUC**  
PART III

BE PREPARED TO DRIVE THE LIGHTNING