**BOY SCOUTS OF AMERICA**

**2022 FALL SPOOK-O-REE**

**OCCONEECHEE COUNCIL**

(Revised as of August 31, 2022)

Our staff anticipates and expects your spirited participation in the Council Spook-o-Ree activities, adventure and of course the FUN. It is our intent to provide the atmosphere and opportunity for the Cub Scouts in your unit to build their basic Scouting skills while at the same time providing a selection of exciting activities.

Please read this entire leader’s guide. The most successful units at this event will have thoroughly read and attained a complete understanding of all the sections covered in this Leader’s Guide.

This year, we are pleased to hold this year’s Spook-o-Ree at Camp Durant, home of our Council’s Summer Camp just west of Carthage, NC.

A scout is obedient. We are privileged to be able to use the facilities provided by our council, but in doing so, we must make sure we follow the principles of Leave No Trace Scouting! They are addressed in the list of DOs and DON’Ts. Follow the rules as good Scouts and citizens, and in the end these rules should have no adverse effect on our Spook-o-Ree.

The Spook-o-Ree Staff have chosen to govern this event by three simple rules: the Scout Oath, the Scout Law, and the Outdoor Code - which we have all come to know as “Leave No Trace”. We will also insist and work to ensure that all participants live within the Guidelines of Safe Scouting (http://www.usScouts.org/safety/g2ss.pdf). All violations shall and will be dealt with swiftly by the staff and may result in or require the removal of an individual unit from the Spook-o-Ree. The Spook-o-Ree Chairperson reserves the right to exercise his/her authority as he/she sees fit, and, as always, will uphold the Scout Law.

The following guide outlines activities we would like to offer. Without volunteers to staff and run the activities, they will not occur. Please make sure your unit is providing adults to help plan and run these stations so that all may benefit. The final list of activities will be updated based on unit signups by the October Spook-o-Ree planning meeting.

The Spook-o-Ree can only be as strong as the unit participation. This includes the Spook-o-Ree activities and events as well as our program of exhibitions and demonstrations. Please see the “Activities”section for further details. UNIT LEADERS ARE 100% RESPONSIBLE FOR YOUR SCOUTS AND USE OF THE BUDDY SYSTEM

**Remember, Spook-o-Ree staff consists of both adult and youth members; men and women who have put in extra time to ensure we all have fun. Each of them is required to respect each participant and requires the respect of those same participants. They will be in leadership roles the entire weekend and will benefit from your help, patience, and guidance when required. Regardless of the situations that may arise, we are doing our best and would appreciate your unit's respect and cooperation.**

**CHANGE LOG**

Please check this page for quick reference to any changes made to the leaders guide after initial publication.

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the Council Spook-o-Ree.

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For More information contact Courtney Trujillo at cspack320fvcc@gmail.com.

Please include Council Spook-o-Ree in the subject line.

**I. Registration**

**PRE-REGISTRATION IS ESSENTIAL FOR ALL UNITS.**

It is important for the Spook-o-Ree staff to have an accurate count of heads and units so that we can prepare sites, prepare the schedules, ribbons, prizes, activities, etc... It is also essential in limiting the confusion and stress while checking in on Friday night. So, this requires planning on your part. Please note that registration will close once we have hit a maximum of 1200 participants.

We have made available early check out for those units requiring the opportunity to leave Saturday evening. We encourage you to remain until after your unit’s campfire ceremonies are completed.

Please let the registration staff know of ANY intentions your unit may have for early departure, so we

may better prepare for you.

This should be done as soon as possible upon arrival, or better yet, upon pre-registration. Early checkout on Sunday is not available prior to 9:30am. Vehicle loading near sites will also be restricted to after dinner for Saturday evening and after 9:30am on Sunday.

**FEES**

Prior to Sept 22, 2022, the cost for each Cub Scout pre-registered youth or adult will be $15.00. From Sept 22 to Oct 1st the fee is $25. For Scouts BSA the cost is $15.00 This fee is for those attending for the day or for overnight, (one night or two). It is essential that Units pre-register on time so that the Spook-o-Ree Staff can properly plan all site assignments, individual schedules, and logistics. It will also lessen by a large degree the stress and confusion associated with Friday night check-in.

Registration will be ONLINE and by UNIT.

Fees will be collected at the time of registration and are non-refundable.

When you choose to register early, you make your check-in quicker, and more hassle free, you save money, and you help us plan better for the number of units that will be participating in the events.

**OTHER REGISTRATION REQUIREMENTS**

* All units are required to check in with the registration staff upon arrival, even if you have pre-registered.
* Each unit leader is responsible for and should have in their possession the proper permission slips and medical release forms for each youth and adult participant attending. (BSA Health Forms A and B)
* Evidence of two-deep leadership and use of the “buddy system” will be strictly enforced throughout the Spook-o-Ree.
* All units must provide the proper Adult-to-Youth ratios according to the Guide to Safe Scouting. Units not having the above information may not be permitted to check-in.

**II. General Information**

**MEDICAL FACILITIES**

Each unit should have its own first aid kit. However, a first-aid station, manned by staff members, will be on site for minor first aid requirements. Each unit leader will be responsible for the safe transport of all participants in the event of a medical emergency. First Health Moore Regional Hospital is a close-by and fully equipped medical facility, should a medical emergency arise. To ensure the safety of all participants, and in accordance with BSA Guidelines, each unit leader is responsible for having, in their possession, permission slips, medical releases, and medical histories of all participants from their unit. **This includes BSA Health Form Part A and B**

**PARKING AND LOADING / UNLOADING EQUIPMENT**

Parking rules will be strictly enforced. Remember, unit campsites are for tent camping only!

● Parking will be available NEAR your campsite, along the camp road. Do not block the roads.

● Youth and Adults are required to carry their PERSONAL GEAR (in the confines of a pack or duffel bag) to and from their campsites. No motorized vehicles or other devices should be used to transport PERSONAL GEAR.

● Those vehicles carrying youth and personal gear can proceed to their campsite area after checking in to unload them, allowing them sufficient time to assemble their gear, and proceed to their campsite.

● No riding in open vehicles such as pick-ups unless in a normal seat and using seat belts.

● Loading vehicles to leave will be conducted in a like manner.

THERE WILL BE NO DRIVING OF VEHICLES ON THE ROADS DURING THE DURATION OF CAMP ACTIVITIES.

**CAMPSITE FORMAT**

Each unit will be assigned to a specific camp site to include either side A or side B. Depending on registration numbers, some smaller units will need to share a site. If your unit campsite is not large enough or has a problem, contact the Spook-o-Ree Staff. **Please do not just move to another area without consulting with the staff.**

Vehicles will be allowed to park as close to the camping area as possible to unload. No parking is allowed inside the campsites. Trailers may be dropped at the campsite. Units that pre-register will be assigned campsites and notified of location with a detailed map, after registration has closed, approximately a week before the Spook-o-Ree to the email of the registered leader.

Our intended campsite format is designed to get the most out of the space available and yet still give each unit a clear, defined area that they can turn into its own community.

**DRUGS AND ALCOHOL**

In accordance with BSA Policy, drugs and alcoholic beverages are not permitted at any time. Standard rules from the Guide to Safe Scouting apply with respect to prescription medications. The presence of illegal drugs or alcohol may necessitate a call to local Law enforcement.

**KNIVES, FIREARMS, ANIMALS**

New Scouts working on Tote-N-Chip requirements can bring an appropriate Scout knife if they plan to attend that activity as part of the Spook-o-Ree. Sheath knives or folding knives with large blades over 3 inches are not permitted. All personal firearms are not permitted. Firearms required for the shooting activities will be provided by camp. No pets are permitted in camp.

Larger knives that are used for food preparation should be left in the patrol cook site, properly cared for and put away. Always leave this size knife with the patrol cooking utensils. Each participant should be knowledgeable in the use of knives and axes and have in their possession a Tote-N-Chip Card, proof of their proper knowledge and use of such equipment.

**UNIFORMS**

The complete scout “Troop/CUB Uniform” is required for all assemblies, which include flag raising and lowering, our campfire, and the Scouts Own service. However, “Activity (Class B) Uniforms” should be worn during activities and contests. The shirts worn must be scouting-theme appropriate

**ADVANCEMENT OPPORTUNITIES:**

Since the Spook-o-Ree is geared towards the improvement of scout outdoor and camping skills, there will be advancement opportunities for all involved. However, it is the unit’s responsibility to be prepared for the sign off, documentation, or recognition of these advancement opportunities.

**FACILITIES**

There are restroom facilities at each campsite. All Scouters need to keep these facilities clean and to not dispose of any waste in the toilets. Water will be available at the bathhouses, but all units should remind their Scouts to NOT bring their dirty pots, pans, and plates to the bathhouse. Fill clean pots and bring them back into the campsite for cleaning. Under no circumstances should anyone bring anything to clean to the water supply.

An equipment list for the Units that are overnight camping is provided as a guideline. Units should review equipment requirements with their families. Those units participating in special events shall provide the necessary equipment called for in that event.

**EQUIPMENT**

Each unit is required to provide all equipment needed to participate in the camping portion of Spook-o-Ree. That includes all tents, stoves, cooking and eating items, and all materials that go into camp gadgets.

**RECOMMENDED EQUIPMENT LIST**

(FOR ALL UNITS AND INDIVIDUALS CAMPING OVERNIGHT)

**Unit Individual Families**

* Adequate # of tents and Sleeping gear
* Cooking gear and Eating utensils, dishwashing supplies
* Food for all meals and snacks
* Extra clothes as needed, Jacket or sweater (highly recommended)
* Flashlight w/extra batteries, lanterns
* Toilet articles w/soap & toothbrush, towel, washcloth –extra toilet paper
* Trash bags
* Sunscreen
* Water Bottle

**Unit Leadership**

* 2 fire buckets or class B/C fire extinguisher for each
* Unit roster
* Health forms for all campers
* First Aid Kit
* US Flag
* Campfire items

**\*\* Special Items for Spook-o-Ree**

* Pumpkin for carving
* Candy or Treats to share with unit for Tent or Treat
* Costume (No pretend guns or knives please)
* Halloween decor for Webelo/ AOL rank for Spooky Trail

 **REMINDER: PORTABLE, INTERNAL COMBUSTION ENGINE TYPE, GENERATORS ARE NOT PERMITTED.**

**III.Trash and Water Waste**

Camp Durant has provided us with an amazing location for our Council Spookaree. However, there are some limitations. Please respect them. See the DOs and DON’Ts for this list. Some additional concerns are listed here.

● All dishwashing must be done in your camping area and the 3-pot & Leave-No-Trace methods are to be used at all times. No food scraps whatsoever will be scattered on the ground with your wastewater. No pots and pans should be cleaned at the sinks.

● Screened brackish wastewater, may be broadcasted in the appropriate fashion, outside of all the campsite areas – in the natural areas.

● Each unit should plan to place all of their garbage and trash in the dumpsters at camp. It is the responsibility of each unit to collect, contain, and deposit their trash in the dumpsters when the Spook-o-Ree is over. Bring trash bags as the trash cans may not be set up at each site (as they are taken in during winter).

PLAN WELL, HAVE FUN, AND REMEMBER, “LEAVE-NO-TRACE” CAMPING IS THE RULE. Even though Camp Durant is an established camp, it is important to remember the principles of “Leave no Trace”. We are very excited to be able to use the Camp and would be very pleased if we are able to use it in future years. Please remember - NO DIGGING.

There will be some garbage cans available in camp, but these should all be emptied with the trash taken to the nearest dumpster. The abuse of these facilities will not be permitted. Abuse will be defined as any misuse of the resource, any actions that cause the areas to become unsightly or unsanitary, any dishwashing disposal of waste (water or otherwise) in the campsites. Violations of proper use will draw a warning from staff members, but any continued violations will be dealt with by the Spook-o-Ree Chairperson and may result in removal of individuals or entire units.

**THE DO’s AND DON’Ts**

**DO** - HAVE THE OSR COVID PRE-EVENT SCREENING FORM FOR EACH PERSON CAMPING AT TIME OF CHECK-IN

**DO** - TAKE THE TIME TO PRE-REGISTER AND PROVIDE THE PROPER BSA HEALTH FORMS TO UNIT LEADERS

**DO**– USE THE EXISTING FIRE RINGS IN YOUR CAMPSITE IF YOU PLAN TO HAVE A FIRE OR DUTCH OVEN CHARCOAL FIRE.

**DO** - DISPOSE OF WASH WATER PROPERLY

**DO** - BRING ALL COOKING GEAR REQUIRED BY YOUR UNIT TO PREPARE YOUR MEALS.

**DO** - BRING GARBAGE SACKS AND EXPECT TO PLACE ALL YOUR OWN TRASH AT THE END OF THE Spook-o-Ree IN THE DUMPSTERS.

**DO** - EXERCISE AND FOLLOW THE SAFETY GUIDELINES FOUND IN THE GUIDE TO SAFE SCOUTING.

**DO** – CLEAN UP YOUR BATHHOUSE AND CAMPSITE ACCORDING TO THE CHECKOUT GUIDELINES. EACH UNIT MUST CHECK OUT IN PERSON BEFORE LEAVING CAMP

**DO** – ENJOY YOURSELF AND HAVE LOTS OF FUN!

**DO NOT** - LEAVE THE Spook-o-Ree SITE WITHOUT AN ADULT FROM YOUR UNIT.

UNIT LEADERS ARE 100% RESPONSIBLE FOR YOUR SCOUTS AND USE OF THE BUDDY SYSTEM

**DO NOT** - PARK IN THE CAMPING AREAS. PARK CARS ALONG ROADS OR AT ADMIN BUILDING

**DO NOT** - BLOCK THE ROADWAYS.

**DO NOT** - BRING OR PLAY ANY ELECTRICAL DEVICES, ELECTRONIC GAMES, RADIOS, OR ARTIFICIAL NOISE MAKERS PER STANDARD SCOUTING REGULATIONS.

**DO NOT** – PARTICIPATE IN ANY CONTACT SPORTS

**DO NOT** - BRING FIXED BLADE KNIVES OR FOLDING KNIVES WITH BLADES LONGER THAN 3”, DRUGS, ALCOHOL, FIREARMS OR PETS.

**DO NOT** - DIG ANY HOLES FOR ANY REASON, INCLUDING FOR GATEWAY BUILDING.

**DO NOT** – BUILD FIRES ON THE GROUND.

**DO NOT** - WASH DISHES AT OR NEAR THE BATHHOUSES (THE SINKS WILL CLOG). ALL

WASHING MUST BE DONE IN YOUR CAMP AREA

 **PLEASE REMIND ALL SCOUTS TO ONLY PUT TOILET TISSUE IN THE TOILETS (NO TRASH)**

**IV. Location and Important Addresses**

**Camp Durant**

4637 Old Carthage Rd

Carthage, NC 28327

**Nearest Medical Facility**

First Health Moore Regional Hospital

155 Memorial Dr.

Pinehurst, NC 28374

**V. Driving Directions to Camp Durant:**

(Located at: 4637 Old Carthage Rd., Carthage, NC 28327)

From Wake County:

1. Take US1 South from your location

2. Make a slight right onto US-15/501 S 10.6 mi 3. Make a slight right onto Monroe St., heading into Carthage 1.2 mi 4. At traffic Circle, take the 2nd exit onto NC-22N/NC

24W/NC-27W Courthouse Square/McReynolds St. 1.3 mi

5. Turn left onto Bethlehem Church Rd 7.0 mi 6. Continue onto Old Carthage Rd. at light 0.6 mi 7. Turn left onto Durant Rd. and enter through the gate.

Continue straight up to the Administration building to check-in.

NOTE: If you wish to obtain more detailed directions from your location, use your favorite maps program on your computer or phone (for example, Google Maps).

**VI. Spook-o-Ree Schedule**

**FRIDAY – October 21, 2022**

PRIOR TO 3:00 PM STAFF ARRIVAL AND SET UP

3:00 PM UNIT CHECK IN BEGINS

7:30 PM CHECK IN CLOSES

8:00– 8:30 PM SPOOK-O-REE STAFF MEETING

8:30 – 9:00 PM ALL UNITS LEADER CRACKERBARREL AT THE ARMSTRONG SHELTER

10:00 PM TAPS - LIGHTS OUT (PARTICIPANTS AND STAFF)

**SATURDAY – October 22, 2022**

6:45 – 8:30 AM BREAKFAST, CLEAN-UP, UNIT LEVEL FLAGS

8:00 AM REGISTRATION OPENS FOR SATURDAY ARRIVALS AT CHECK-IN POINT

9:00 AM REGISTRATION CLOSES

9:00 – 11:50 AM - MORNING ACTIVITY ROTATION

12:00 – 1:30 PM LUNCH – ALL ACTIVITIES CLOSED

1:45 – 4:45 PM AFTERNOON ACTIVITY ROTATION

**4:00- 6:00 PM WEBELOS/ AOLS WORK ON SPOOKY TRAIL**

5:00 - 6:30 PM DINNER AT UNIT LEVEL

5:30 - 6: 30 PM - CHECK OUT FOR DAY ONLY PARTICIPANTS

6:45 - 8:15 PM SPOOKY TRAIL UNIT ROTATIONS \* SEE SCHEDULE\*

6:45 – 9:30 PM TENT OR TREAT AND CAMPFIRES AT UNIT LEVELS DURING SPOOKY TRAIL ROTATIONS

8:30 - 9:00 PM SPOOKY TRAIL CLEAN UP

10:00 PM TAPS – Lights Out (Quiet)

**SUNDAY – October 23, 2021**

7:15 AM BREAKFAST (UNITS PREPARE BREAKFAST AT SITES)

8:30 AM FLAG CEREMONY/SCOUTS OWN (IN UNIT CAMPSITE)

9:00 AM CLEAN UP, PACK UP, AND FINAL INSPECTIONS

10:00 AM FINAL PARTICIPANT CHECK – OUT

**All units must be checked out no later than 10:00am and have one leader check out in person with staff at the Armstrong shelter to turn in camp inspection sheets.**

11:00 AM FINAL SPOOK-O-REE STAFF MEETING - ALL STAFF - ARMSTRONG

**SPOOKY TRAIL ROTATION SCHEDULE**

This schedule has been made so that the trail stays fun and not overcrowded. Please **DO NOT** go at a different time than the one you have been assigned to. We encourage each unit to plan their tent or treating and campfires around this rotation schedule

6:45 - 7:05 PM..…....

7:10 - 7:25 PM..…….

7:30 - 7:50 PM……...

7:55 - 8:15 PM.……..

**VII. Activity Outline**

Station 1 BB Guns

* Rifle Range

Station 2 Archery

* Archery Range

Station 3 Scout Camps

Learn what camping looks like when you cross over to the Troop

* Poplar Campsite
* Beech Campsite
* Loblolly Campsite
* Long Leaf Campsite

Station 4 Pumpkin Carving

Grab your pumpkin and do your best carving for the spooky trail

* Handicraft Building

Station 5 Water Bottle Rockets

How much water does it take to shoot your bottle high into the sky

* Scoutcraft Shelter

Station 6 Service Project

Let's help keep Camp Durant running! Grab some lopers and clean up the brush

* Chapel and Fish Camp

Station 7 Bobcat

Work through this station and earn your Bobcat Rank

* Grand Lodge - Sports Center

Station 8 – Diversity Challenge

Work through these challenges and leave with a better understanding

* Armstrong Shelter

Station 9 - Group Games

* Activity Field
1. Among Us
2. Wooden Skis
3. Bucket Move
4. Tarp Flip

Station 10 - Fishing

Hook your worm and cast out to catch a big fish

* Fish Camp

Station 11 - Rock Painting

Turn a rock into a new creation #kindnessrocks

Sullivan Center

Station 12 - Climbing Wall

Climbing Tower

Station 13 - Spooky Trail

Enter the spookiest trail in Durant! Built by Webelos and AOLs

* Trail between Sullivan and Handicraft buildings ( night time activity, see schedule)

**VIII. Campfire and Tent or Treat**

**CAMPFIRE PROGRAM**

Each unit is encouraged to participate in their own campsite campfire in the designated fire ring. Please be sure to follow the guide to safe scouting and have all necessary items on hand.

Don’t forget the 4Ss and bring your Songs, Stunts, and Stories! Your Master of Ceremonies will provide the showmanship!

**Tent or Treat**

This will be done at a Unit/Campsite level. We encourage costumes for all who want to participate and even decorations on the outside of tents. Each family is encouraged to bring a large bag of candy or treats to share with the unit.

**All passing out of candy and treats is to be done outside of tents**

**IX. Campsite Assignments**

Long Leaf A -

Long Leaf B -

Beech A -

Beech B -

Beech B -

Hickory A –

Hickory B -

Poplar A -

Poplar B -

Red Oak A -

Red Oak B -

Loblolly A -

Loblolly B -

Persimmon A -

Persimmon B -

Persimmon B -

Dogwood A –

Dogwood B -

Holly A -

Holly B -

Maple A

Maple B -

Ash A -

Ash B -

Red Cedar A -

Red Cedar B -

Magnolia A -

Magnolia A -

Magnolia B -

**IF THERE ARE ISSUES WITH ANY FACILITIES PLEASE LET CAMP STAFF KNOW, DO NOT RELOCATE ON YOUR OWN.**

**X. Unit Volunteer Activity Assignments**

Spook-o-Ree is a volunteer run event. We are only as strong as our unit’s participation, this includes our adult and youth leadership. Without the help of the participating units these activities would not be possible. All supplies and instructions for activities will already be provided at each location at the times provided.

Below are the activity assignments for each Unit. These assignments are based on the number of attendees from each unit.

**Friday afternoon check-in**

**Saturday morning check-in**

**Sunday morning check-out**

**Each station will need to be manned throughout the day. The breakdown per session is:**

**9:00-10:30 / 10:30-11:50 / 1:45-3:00 / 3:00-4:30**

 Pumpkins

* (1 Scout)
* (1 Adult)

 Water Rockets

* (1 Adult)
* (1 Adult)

 Fishing

* (2 Scouts)
* (2 Adults)

 Service Project

* (2 Adults)

 Bobcat Trail

* (2 Scouts)

 Diversity Challenge

* (2 Scouts)

 BB Range

* (2 Scouts)

 Archery

* (2 Scouts)

