

Nawaganti District Cub Family  
Halloween Campout  
October 18-20, 2019  
Camp Avondale  
Avondale Scout Reservation



NOTE: This Guidebook will be sent to all Cubmasters in the Nawaganti District.  
Registration will be online and needs to be done by UNIT, not family.  
Deadline to sign up is Saturday, October 12<sup>th</sup>.

## Event Information

**Costs and Registration:** All Cub Scouts are \$15. Register in August and Cub Scouts fee is only \$10. Adults and siblings over 5 years old are \$10. Siblings 5 years old and under are free.

**LEADER & STAFF CRACKER BARREL:** All Scout leaders and Staff are invited to a brief meeting on Friday night at 8:30 p.m. at the Dining Hall porch, which will be considered Headquarters. We will review the weekend's activities and respond to any questions. **One leader from each Unit must attend!**

**FISHING TOURNAMENT:** We're looking for the biggest, the smallest, and most unusual. So bring your fishing poles and secret bait to try your luck in Lake Istrouma! Take a picture with a ruler next to your fish and show it to a leader at Headquarters no later than 6:30 p.m. Saturday.

**CAMPFIRE:** All are invited to attend the campfire (after walking the Haunted Trail) from 8:30 p.m. to 9:30 p.m. (As soon as you walk the Haunted Trail, please return to the Council Ring on Saturday evening.) This will be a camp-wide campfire program that will include all Troops, Cub Scouts, Crews, and family members. Bring your chairs, flashlights and mosquito spray and join us at the Campfire. There is time for each unit to share skits or songs during the campfire. Please notify Headquarters by 6:30 p.m. on Saturday of the activity your Den/Pack/Troop would like to perform. Be creative!

**RELIGIOUS SERVICES:** Units have an option of performing their own "Scout's Own Service" on Sunday, in their own camp area. The Scout's Own Service program consists of a Call to Worship, Hymns or Songs, Scriptures(s) or Readings from a variety of Religious or Inspirational Sources, Responsive Reading, Personal Prayer, Group Prayer, Inspirational Reading or Message, Offering (World Friendship Fund) and An Act of Friendship.

**EMERGENCY WEATHER CONDITIONS:** Hurricanes, tornadoes, extremely poor weather conditions, cold, or rain--should any of these become a safety concern, the following group will decide on cancellations or postponements: Campout Director, Health & Safety Officer, District Executives, Camp Ranger, and Activities Chairperson. Unit Leaders will be notified.

**HAUNTED TRAIL:** Trail will be set up and performed by our Troops, Crews and Explorers. Cub Scouts and their families are invited to take a walk down the Haunted Trail and collect goodies along the way at 7:30 p.m. on Saturday. Please know that the Troops have worked hard to set up the Trail and all rules must be followed as you walk down the Trail. Some scenes may be scary to younger children. Please prepare your children beforehand. No blood or extreme gore is allowed in any of the setups.

**COSTUME CONTEST:** All Scouts, adults and siblings are invited to wear their costumes on the Haunted Trail. Costume Contest will take place at the Closing Campfire Saturday night as soon as the Trail is completed.

**PARKING:** All vehicles must be parked in the field close to the main Camp Avondale entrance. NO vehicles will be allowed in any campsites. NO vehicles may be left at the campsites.

**FIRST AID:** The First Aid Station will be set up at the Health Lodge. **Please make sure all Medical Forms Parts A & B are filled out and in possession of the unit leader AT CAMP.**

**FAST PASS:** Fast Passes must be filled out prior to arrival at camp. **Every vehicle entering the campgrounds must have a Fast Pass to enter.** Please list everyone in your vehicle on the Fast Pass.

### Pack Activities

BB Gun Shooting  
Archery

Service Project  
Hike

**All Packs are asked to choose an activity below or come up with your own unique Halloween themed activity. Packs should provide the materials needed to do the activity. Please let Annie Townsend know ASAP which activity your unit chooses. Please check the Nawaganti District Facebook Event for updates on which activities are still available. Once an activity is taken, please choose a different one so we don't duplicate activities.**

1. **Monster Mash-** Put on "Monster Mash" and other seasonal tunes. Have kids show off their silliest monster dance moves—but they must freeze in place when the tunes turn off.
2. **Relay Races-** Get creative with this one—there are lots of silly ways for kids to get from the starting line to the finish. Try having them stagger like zombies, fly on broomsticks like witches, or hop like toads. They can also carry a small pumpkin or a Halloween-themed snack, or stage a costume relay for guaranteed silly results.
3. **Pumpkin Bowling** -Choose smallish pumpkins with short stems (depending on the ages of your party guests). Set up 1- or 2-liter plastic bottles and tape off a starting line for an instant bowling alley. Fill the bottles with a bit of sand or rice if they topple over too easily.
4. **Halloween Mummies-** Simply have the kids choose a partner. When you say go, they have one roll of toilet paper to wrap their partner from head to toe to become a Halloween mummy. First one finished wins!
5. **Witch Ring Toss-** Toss rings onto Witch Hats.
6. **Witch Pitch-** Toss candy corn into mini witch's cauldrons.
7. **"Minute to Win It" Candy Corn Games-** Set a timer for 60 seconds and set up a challenge that kids can do with candy corn and candy pumpkins. You can see how many candy corn pieces they can stack, or how many pumpkins they can pick up and put into a bowl using only chopsticks. The most wins!
8. **Halloween Spoon Game-** The classic spoon balancing game gets a Halloween makeover with spooky eyeballs.
9. **Candy Corn Bingo-** This Halloween board swaps out snoozy numerals (boring!) for witch hats, ghosts and black cats. Purchase a bag of colorful candy corn to use as markers.
10. **Blind Items-** Raid your fridge for slimy, squishy, or crunchy foods and hide them inside DIY cubbies masked with black tape. Label the spaces with the foods' eerie doppelgängers and watch kids gleefully giggle in disgust.

**Please bring a bag or two of candy to turn into the District Program Chair for the Haunted Trail. Each unit should bring enough candy to cover their unit, plus a little to share. Be ready to have some Halloween Fun!!**

## Rules and Regulations

**Number One Rule:** We will all live by the Scout Oath and Law, and Motto. We will have fun!!

**Medical Forms Part A & B MUST be filled out on each participant and in possession of the unit leader ON SITE AT CAMP!**

**Buddy System:** All Scouts and siblings will use the buddy system anywhere outside of their campsite. Always travel in pairs for safety. Scouts must tell an adult when they're leaving the campsite.

**Alcoholic Beverages & Drugs:** Alcoholic beverages and Illegal drugs of any kind are not permitted by BSA policy. Possession or use are grounds for immediate dismissal from the campout. Cooler checks will be done upon entering the grounds at check-in. All coolers are subject to search at any time during the campout, at the Program Director's discretion.

**Smoking:** Adults and leaders should support the attitude that youth are better off without tobacco. There should be no smoking in front of youth participants. All camp buildings are "smoke-free". If you must smoke, it must be done out of sight of youth participants. Butts must be "field dressed" and disposed of properly. Please be conscious of the ever-present danger of brush and forest fires.

**Vehicles:** Speed limits are posted and are to be obeyed.  
Wear seat belts - no more persons than seat belts.  
Vehicles are to be parked in the parking area after dropping off gear at campsite.  
**No vehicles in the campsite.**  
NO riding in open vehicles (beds of pick-ups - even if there is a camper shell).  
NO motor homes or RV's; NO generators (Pop-Ups are acceptable.)  
On Sunday, do not move vehicles until after 8:00 a.m.

**Campsite and Lake:** Stay on the shore and out of Lake Istrouma. No watercraft permitted.  
Fish may be taken from the lake (with a hook and line). Bait may be put into the lake - that is all.  
Do not ditch or trench your tent.  
Leave your campsite in better condition than you found it.  
Trash bags should be brought by all for removal of garbage. Place all garbage in trash dumpster. Each unit shall police its own area before checking out.  
NO radios, televisions, tape/CD players or pets permitted.  
NO bikes allowed because of safety rules.  
All campfires must be put out before bedtime and before leaving the Camp.

**Uniforms:** Closed-toed shoes must be worn at all times. Field Uniform (full uniform) will be worn at Saturday Flag Raising and again Saturday evening Campfire. Activity Uniform (Scout T-shirt or other tasteful T-shirt within the spirit of Scouting) may be worn during events, games, and free time.

**Knives, Hatchets, Axes, Chain Saws, or Firearms:**

**NO** firearms, long handled axes or chain saws are permitted.

**NO** fixed blade, survival, or sheath knives are permitted.

Hatchets may be used by Boy Scouts and/or Adult Leaders only.

Folding and pocket knives are allowed for those who have earned their Whittlin' or Totin' Chips.

**Fueled Stoves and Lanterns:** Outdoor gas or propane stoves and/or lanterns are to be used only by Adults. No flames inside tents or pop-ups.

**Rocks and Sticks:** Rocks may not be thrown, and sticks may not be swung. Such actions may result in being dismissed from the event and being asked to leave the campout immediately.

**Campfires:** **NO** pit or trench fires.

**NO** trees are to be cut. You may collect dead wood from the ground.

You may bring your own firewood or charcoal.

Fires are to be built within the unit campsite and should be kept to the minimum number and size needed for cooking. Charcoal fires may be built on heavy-duty aluminum foil to minimize fire scar and residue.

**NO** chemical fuels should be used to start wood or charcoal fires; the fire-starter stove is the only allowable means of starting a charcoal fire on camp premises.

Clear all burnable material from your 10-foot fire circle. **DO NOT** strip grass.

**NEVER leave your fire unattended.**

**Have an adult oversee the fire at all times.**

Have a bucket of water nearby in case sparks start a fire away from the fire.

Your fire must be "cold out" when extinguished.

Spread the coals and ashes and then sprinkle them with water.

Stir and sprinkle until the site is cold. Feel it with your hand to make sure.

Use an existing fire ring, if possible.

All cold leftover wood is to be removed from meadows and campsite areas prior to leaving the grounds. It should be moved into the woods to prevent mowing obstacles.

**REMEMBER: A Scout leaves it better than they found it!**



## RECOMMENDED ITEMS TO BRING

Leaders and experienced campers, please help those in your Pack who are new to the Family Campout experience. Below and on the next page is some useful information on items that should be brought to the campout.

It is not necessary to spend a lot of money on equipment. Regular household items can be used for sleeping and cooking without investing in special "outdoor" gear.

Tents can be borrowed from a neighbor, or from a Scout BSA troop affiliated with your Pack. If a tent is borrowed, we recommend practicing assembly prior to the campout and making sure all the parts are there. A ground cloth is recommended for under the tent. It should be a heavy-duty plastic, slightly larger than the tent. Tuck the ground cloth under about 2" to 3' so that it does not show and will not catch rainwater.

There are several informational resources that Pack leadership can provide to their families regarding equipment.

### **Personal Items:**

- Blankets, sheets (2 or 3) OR Sleeping Bag
- Waterproof ground sheet, plastic
- Sweater or jacket
- Pair of moccasins or sneakers
- Mosquito repellent**
- Scout Handbook
- Tent
- Fishing pole and bait

### **Clothes Bag Containing:**

- Extra handkerchiefs
- Set of extra clothes
- Extra socks or stockings

### **Eating Kit Containing:**

- Knife/Fork
- Plate
- Spoon
- Cup
- Cooking fly or tarp
- Paper plates/cups/plastic utensils
- Plastic tablecloth for meals
- Paper towels (more than one roll)
- Heavy duty aluminum foil
- Can opener!!!
- Hot pads for hot pots
- Kitchen matches

### **Toilet Kit Containing:**

- Soap in container
- Toilet paper
- Hand towel
- Washcloth
- Toothbrush
- Toothpaste
- Comb

### **Repair Kit Containing:**

- Safety pins
- Shoelaces
- Flashlight with extra batteries

Unit flag

- Rubber Boots
- Lawn Chairs
- Trash bags

- \_\_\_ Liquid detergent for washing AND soaping the outside of pots prior to cooking over a wood fire; if pots are soaped on the outside, the soot will wash off easily.
- \_\_\_ **Five (5) gallons of water for every eight (8) people and a water bucket or container to haul water is optional.**
- \_\_\_ "Chore Boys" scrub pads
- \_\_\_ Battery lantern or Coleman lantern (**ADULTS only**)
- \_\_\_ Charcoal & fire-starter/stove (**ADULTS only**)

## Directions to Avondale Reservation

(Map not to scale)



This event will be using 14433 Highway 10 East, Avondale Scout Reservation.

### Council Refund Policy

The following policy statement is applicable to all Council and District events where a fee is collected. This includes such events as Day Camps, Cub Resident Camp, Summer Camp, Winter Camp, training courses, camporees, etc.

1. Written refund requests will be considered only if received in the Pennington Scout Center ten (10) days prior to the start of the event.
2. Written refund requests submitted after the event will be considered only for personal illness or family emergencies. No refund requests will be accepted after ten (10) days following the close of the event.
3. A service charge of twenty-five percent (25%) of the full activity fee will be assessed on all refunds.
4. Refund checks will be issued within 30 days following the close of the event.
5. Fees are only transferable within the same unit to a Scout not currently registered for the event.
6. When extenuating circumstances beyond the Council's control arise, the Key 3 and VP of Program will decide to either cancel or reschedule the event.

## 2019 Halloween Campout

### Schedule of Activities

October 18, 2019 thru October 20, 2019

#### FRIDAY

- 4:00 p.m. - 10:00 p.m. Check-in at Main Gate, set-up Camp, Supper & Visiting (get to know your neighbor)
- 8:30 p.m. Cracker Barrel & Information session for Cubmasters and Den Leaders at Dining Hall porch. You MUST have an adult in campsite. **All Units must have at least 1 leader attend Cracker Barrel!**
- 10:00 p.m. LIGHTS OUT!! Good Night!!

#### SATURDAY

- 7:00 a.m. Rise and shine, Breakfast and campsite clean-up
- 8:00 a.m. Flag Raising Ceremony
- 8:15 a.m. - 12:00 p.m. Shooting Sports, Craft, & Pack Activities
- 12:00 p.m. – 1:30 p.m. Lunch and Free time in campsite
- 1:30 p.m. – 3:30 p.m. Shooting Sports, Craft, and Pack Activities
- 3:30 p.m.- 5:00 p.m. 3 Mile hike- All Packs invited to attend. Meet at the Dining Hall by 3:30pm
- 5:00 p.m.- 7:00 p.m. Dinner
- 7:30 p.m. **Haunted Trail - Wear your costumes on the Trail and bring you treat bag!**
- 8:30 p.m. 9:30 p.m. Campfire at Council Ring: Have a skit or song ready to share (bring a great attitude with you). Costume Contest! Camp awards will be handed out!!
- 10:00 p.m. LIGHTS OUT!! Good Night!!!!

#### SUNDAY

- 7:00 a.m. Breakfast and Worship
- 8:30 a.m. Break camp, pack, goodbyes and home again!!! Leaders please check out with the District Program Chair before leaving camp. Make sure campfires are completely out and campsites are clean!

SEE EVERYONE NEXT YEAR!!!!

DO A GOOD TURN DAILY!!!

ASR FAST PASS  
Nawaganti District

Event: Nawaganti District Cub Family  
Halloween Campout 2019

Unit# \_\_\_\_\_ Leader Name: \_\_\_\_\_

Driver: \_\_\_\_\_

Leader email: \_\_\_\_\_

Scout NAME	Non-Registered / Registered		Non-Registered / Registered	
	Y/N	Youth	Y/N	Adult
1. _____	_____	_____	_____	_____
2. _____	_____	_____	_____	_____
3. _____	_____	_____	_____	_____
4. _____	_____	_____	_____	_____
5. _____	_____	_____	_____	_____
6. _____	_____	_____	_____	_____
7. _____	_____	_____	_____	_____
8. _____	_____	_____	_____	_____
9. _____	_____	_____	_____	_____
10. _____	_____	_____	_____	_____