

Lincoln Heritage Council  
**HAUNTED WOODS**

October 20th-22nd 2023

Leader's Guide



CAMP CROOKED CREEK  
950 TERRY DRIVE  
SHEPHERDSVILLE, KENTUCKY 40165

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## Registration and Contact Info:

Register online at the LHC website on the Events Page:

<https://lhcbasa.org/eventsandactivities/>

If you have trouble registering online, or have any other questions, please contact Misty Gurley or Council.

Misty Gurley  
406-980-0441

[mistygurley@yahoo.com](mailto:mistygurley@yahoo.com)

Haunted Woods

## Schedule of events

### Friday, October 20, 2023

5:00 - 9:00 pm	Check-in and camp set-up	Admin Building
9:00 - 9:45 pm	Pack Master meeting	Admin Building
11:00 pm	Lights out	

### Saturday, October 21, 2023

7:30 - 8:30	Late check-in	Admin Building
8:30 - 8:45	Flag Raising Ceremony	Lower Parade Field
9:00 - 12:00	Morning Activities	Program Areas
12:00 - 1:00	Lunch with Pack	Campsites
1:00 - 4:00	Afternoon Activities	Program Areas
4:00-6:30	Free time/Dinner	Campsites
6:30-7:00	Campfire	Amphitheater
11:00 pm	Lights out	

### Sunday, October 22, 2023

9:00 - 10:45	Check-out with Camp Master
11:00	Campsites cleared

### **Arrival & Check-In**

Units may start arriving Friday, October 20th after 5:00 PM. Plan to check-in at the Administration Building upon arrival. Cub Scouts who choose to camp will be assigned a site with a linked troop or another pack. If you have a preference please indicate on your registration. All units will be on a site with another unit due to camp size and participation. Units will be allowed to park in the campsites as long as the vehicles are off of the road.

### **Saturday October 21st Arrival & Check In**

Vehicles will be permitted to enter camp Saturday morning until 8:30am. All vehicles need to be returned to the parking areas by 8:30am to ensure the safety of scouts prior to programming starting.

## **Fee /Refund Policy:**

**Fee Schedule: All fees should be paid based on the following information:**

Fees for CCC Haunted Woods:

\$15.00 per Scout/Youth

\$20 per Scout/Youth for Camping

\$10.00 per Adult

Walk In Registration at Administration Building

**Refunds:** A refund will be made to an individual or group that cancels program attendance/registration, less a 15% administrative charge as long as a written request is made at least 30 days prior to a council or district program/activity.

No refunds will be given to an individual or group that cancels program attendance/registration within 30 days of a scheduled council or district program/activity. Exceptions for medical situations or family emergencies can be made but must be submitted in writing within 7 days after the program/activity.

Fees are transferable to other scouts but not refundable. All requests for refunds must be submitted in writing with a copy of the receipt or cancelled check.

**SUGGESTED PACKING LIST**

### **Potential Scout Packing List**

- Daypack or book bag Cub Scout handbook (optional)
- Sunscreen
- Bandana or handkerchief
- Water bottle or canteen
- Bath towel and washcloth
- Rain gear Pajamas or something to sleep in
- Spending Money (\$50) in small bills
- Fishing gear [if desired]
- Notebook and pencil
- Small pillow
- Sleeping bag or sheets/blankets
- State fishing license (18 and over)
- Plastic trash bags
- Shorts/pants and extra T-shirts
- Pocketknife and whittling chip
- Scout uniform
- Soap and shampoo
- Shoes
- Drinking cup
- Flashlight

- Toothbrush and paste
- Socks (several pairs)
- Hat (optional)
- Underwear (several pairs)

### **Potential Pack Gear**

- Copies of Medical Form
- Battery Powered Alarm clock
- First Aid Kit (for minor cuts, scrapes, etc)
- Trash bags
- Parent's Emergency Phone Numbers
- Camera
- Lantern (Propane or battery preferred)
- Lawn Chairs
- Sharpie Marker
- Hand sanitizer
- Webelos Handbook (optional)
- Bedtime snacks kept in a cooler or "Rubbermaid" type box
- Shoes
- Skit Ideas for Closing Camp Fire

Camp isn't responsible for any lost or stolen items.

### **Camping Policy**

For this event, each unit will operate in their campsite independent of Camporee Staff. Each unit will be responsible for all meals, basic first aid and cleanliness of respective sites. On Sunday, check out will be conducted following the direction of the camp master for the weekend.

### **The Camp Policies and Procedures:**

Anyone participating in this event will be expected to follow BSA National Guidelines as outlined in the Guide to Safe Scouting.

**The Law is the Rule:** Everyone is expected to abide by the Scout Law, Oath, Slogan, and the Venturing Code.

**Buddy System:** Everyone will use the Buddy System. Pairs for Safety. Adults/ Leaders should be notified before Scouts leave their campsites.

**Camp Security:** All visitors to the camp must stop at the camp office and sign in. A sign-in book for this will be maintained and positive identification is required. A visitor name tag will be given. Upon conclusion of their visit, guest will sign out so that camp administration will know who is on camp property at all times.

**Alcoholic Beverages:** This will not be tolerated and is against BSA policy. Possession or use will result in immediate dismissal from camp.

**Smoking:** An important way adult leaders can model healthy living is by following the policies on alcohol, tobacco, and drugs. Leaders should support the attitude that they, as well as youths, are better off without tobacco in any form and may not allow the use of tobacco products at any BSA activity involving youth participants. This includes the use of electronic cigarettes, personal vaporizers, or electronic nicotine delivery systems that simulate tobacco smoking.

All Scouting functions, meetings, and activities should be conducted on a smoke-free basis, with smoking areas located away from all participants.

As outlined in the Scouter Code of Conduct, Scouting activities are not a place to possess, distribute, transport, consume, or use any of the following items prohibited by law or in violation of any Scouting rules, regulations, and policies: alcoholic beverages or controlled substances, including marijuana.

In addition, the Code of Conduct specifies that if you are taking prescription medications with the potential of impairing any functioning or judgment, you will not engage in activities that would put Scouts at risk, including driving or operating equipment.

**Vehicles:** The health and safety committee along with the camping committee has established a written policy and procedure of vehicles in camp. Unload and set up camp as quickly as possible. You may park in your campsite as long as you are off of the roads. The roads must remain clear for emergency vehicles and event activities. Park your vehicle temporarily on the road and unload from there.

- NO vehicles will be allowed to remain in campsites without pre-approval from camp administration.
- 3 MPH (Walking speed) speed limit.

- One person per seatbelt and they must be worn. No riding in truck beds. No RV's, ATV's, golf carts or generators. Only Staff carts are permitted.

**Parking:** Park in designated parking areas only. Unit leaders need to help enforce this policy. We need to help preserve Camp.

- We will fill up the parking lot by administration first
- We will then fill up the parking area down by the cabins next
- Once those areas are full, we will then start parking up at the LDC parking lot
- followed by Cub World next.

**You will be allowed to drop people off at the admin building. The driver will then go and park where we will have a shuttle van to transport the driver back down to admin. Please be patient with this process. We are expecting lots of people and vehicles for this event.**

**Uniforms:** We ask that all Scouts be in Field (class-A) Uniform, Activity (class B) or Costumes for the duration of the weekend. Costumes should be Scout and kid friendly.

**Stoves and Lanterns:** Follow BSA regulations according to fuels. Keep open flames out of and away from tents

**Camp: Follow BSA guidelines for camping.**

- Walk, do not run, within your campsite.
- Remember tent stakes and tie downs.
- Closed toed shoes must be worn at all times.
- Stay out of the Lake
- No pets or bikes.
- Fish may be taken with a hook and line only.
- Do not ditch or trench your tent.
- Leave no Trace.
- Trash your trash. It should be removed from all campsites.

**Campsites:** Do not cut trees. Bring your own firewood, charcoal or collect dead wood from the downed trees. No pit/trench fires use fire rings provided. Never leave a campfire unattended, especially when going to bed. All campfires should be extinguished according to BSA guidelines. Please make sure before leaving on Sunday that your campsite is completely cleaned up and all campfires are completely extinguished.

**Knives, Hatchets, Axes, Chainsaws or Firearms:** No firearms are permitted at Camp. No chainsaws are permitted. No fixed blade, sheath or survival knives are permitted. Folding or pocketknives are permitted by those Scouts that have earned their Whittlin' Chip or Toten Chip. Axes and Bow Saws are only permitted in axe yards of Scout BSA Troops / Venture Crews.

**Rocks and Sticks:** Although tempting, rocks must not be thrown or kicked and sticks may not be swung. Injury/damage to property usually results from this action. Such actions will result in your being asked to leave the campout immediately.

**First Aid:** The Health officer will be on site during the activity. Medical Emergencies should be directed through them. Units are responsible for assuring/handling all medical forms (A and B). In case of emergency notify the Camp Ranger and/or Campmaster on site.

If anyone in your crew has medical limitations/food allergies that could affect their ability to camp and participate in the activities, please contact the event organizers ASAP.

**Trash:** Your trash must be taken to a dumpster. No trash should remain in campsites over night; there are skunks and raccoons that will visit your unit if this is not done.

**Cleanup:** When your unit is ready to leave camp, we ask that you please clean up your area and leave it the same or better than you found it. Please take everything with you. Trash can be dropped in the dumpster as you leave camp.

**Meals: Units/individuals will be responsible for all meals of the event.**

**Camp Emergencies:** With the exception of the weather emergency, all campers are to report immediately to their campsites upon hearing an emergency signal. In the case of a weather emergency, campers should seek protective shelter. Once the weather emergency has passed, campers should report to their campsites. Campers should remain in the campsites until the "All Clear" signal has been given. Leader should review these procedures with their campers.

*The following emergency signals will be used:*

Fire Alarm: Sound the siren (two long blasts).

Weather Emergency: Sound the siren (one long blast).

All Clear: Sound the siren (four long blasts).

## PACK LEADERSHIP

All units are required to have at least two adult leaders on camp at all times. Those units that are unable to meet this requirement should consult other troops in your council or district about coming to camp together. All adults must be registered members of the



BSA and must meet the qualifications for the leadership positions in which they serve. The unit leader must be at least 21 years of age. Any additional leaders must be at least 18 years of age. All Adults must be registered, even if they are a parent of a Scout. If you have a girl Troop, you must have at least one female adult leader. All adults at camp must have Youth Protection Training. Visit [My.Scouting.org](http://My.Scouting.org) for an online course. Leaders may rotate when necessary; however, in the best interest of the Scouts, we recommend having consistent leadership throughout your unit's stay at camp.

## TRADING POST

The Trading Post is located across the parking lot from the Administration Building going down the Boardwalk. Scout supplies, snacks, camp t-shirts and other camp souvenirs will be available throughout the entire weekend.

## Event Info

Maps with activity locations will be handed out at the Cubmaster meeting Friday night or at check-in Saturday morning.

We will have 2 BB ranges and 2 Archery ranges set up to help reduce long wait times. There will be Crafts, Skills such as (knots/lashings, first aid, Fire building) Team building games, Scavenger hunt, Haunted Houses, Monkey bridge, Nature activity, Wrist Rockets and Face painting.