

Lincoln Heritage Council

Haunted Woods

October 25th-27th, 2024

Leaders Guide



Camp Crooked Creek
950 Terry Drive
Shepherdsville, Kentucky 40165

Questions?

For any questions about this event, please contact

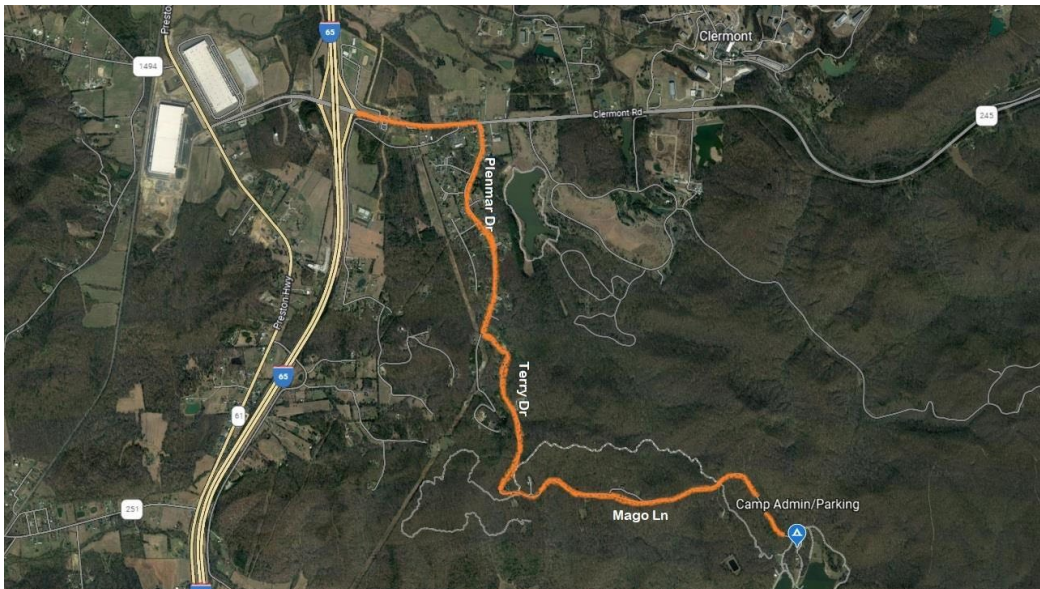
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Directions to Camp Crooked Creek



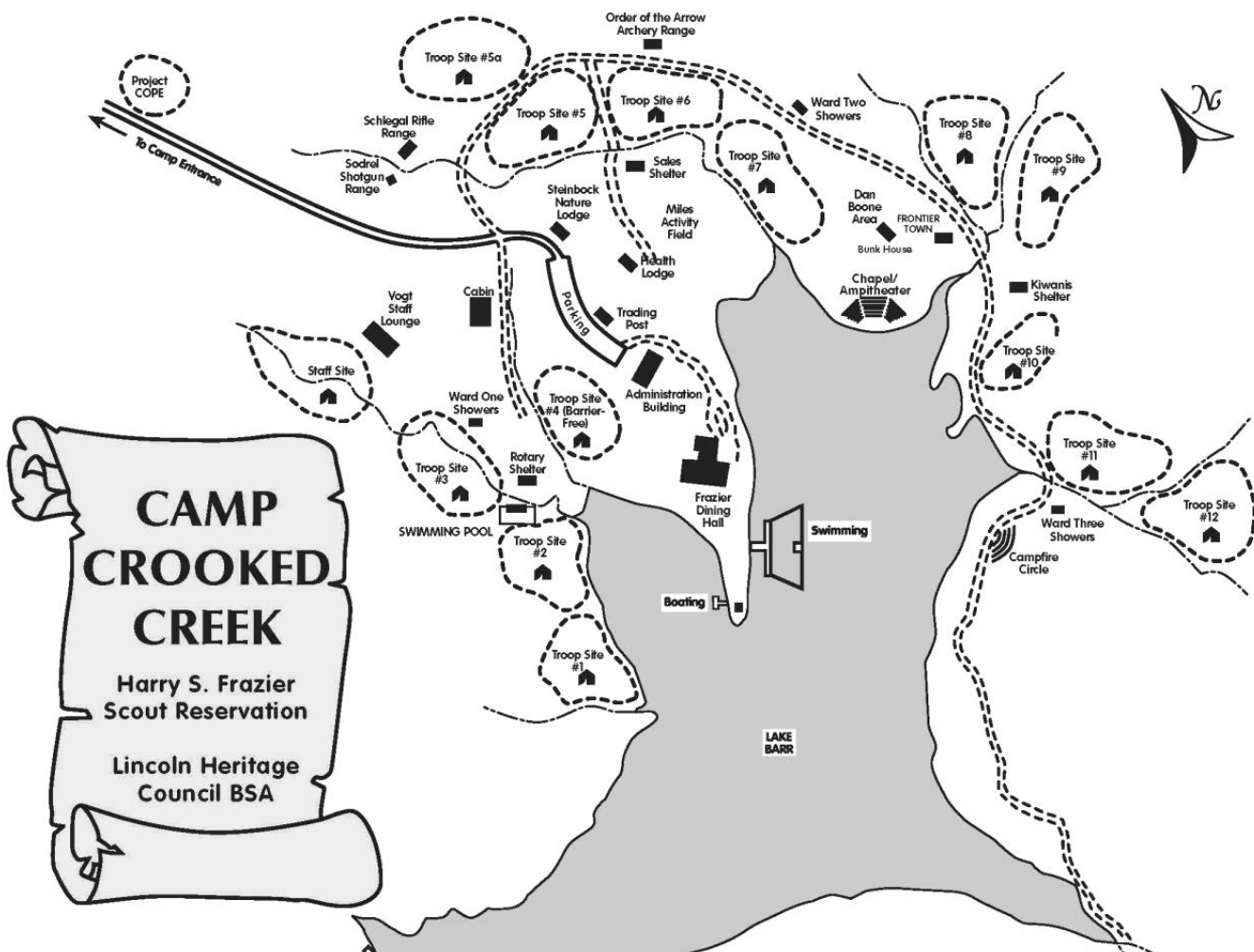
Camp Crooked Creek, part of the Harry S. Frazier Jr. Scout Reservation, is located in Clermont, Kentucky (next to Bernheim Forest).

- From I-65 take exit 112, the Clermont/State Hwy. 245 exit.
- Turn onto Hwy. 245 toward Clermont/Bardstown
 - If traveling FROM Louisville, go LEFT
 - If traveling FROM Elizabethtown, go RIGHT
- Turn right onto Plenmar Drive, just before the Bernheim Forest entrance.
- Turn left onto Terry Drive. Follow this road to the gravel parking lot. The administration building (i.e. check-in) is at the end of this parking lot.

Registration

Registration for Haunted Woods should be completed online at <https://lhcbasa.org/hauntedwoods24/>.

Campsites can be requested by emailing Allison Hoffman, scoutcubmaster75@gmail.com. Campsites will be assigned on a first-come, first-served basis, and depending on unit size and needs, you may be sharing a campsite with another unit.



What is Haunted Woods?

Haunted Woods is a fun-themed weekend for both new and experienced cub scouts to get out, enjoy nature and make memories together with an overnight campout or a simple day adventure. Packs will participate in our volunteer-run program activities such as BBs, Archery, Slingshots, Fishing and Crafts, plus a Bouncy House and additional themed activities! All youth participants will receive a Haunted Woods drawstring bag, a pumpkin (to paint!), water bottle, patch and PLENTY of candy! They are sure to have a wonderful time!

Schedule of events

Friday, October 25th, 2024

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

Saturday, October 26th, 2023

7:30 - 8:30	Late check-in	Admin Building
8:30- 8:45	Opening Flags	Lower Parade Field
9:00 - 12:00	Morning Session	Program Areas
12:00 - 1:00	Lunch with Pack / Special guest	Campsites / Parade Field
1:00 - 4:30	Afternoon Session	Program Areas
4:30 - 6:30	Free time/Dinner	Campsites
5:30 - 6:30	\$5 Spaghetti Dinner Option	Dining Hall
6:30 - 7:30	Closing Campfire	Amphitheater
11:00 pm	Lights out	

Sunday, October 27th, 2023

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

Check-in

All units will need to check in at the admin building (at the end of the main parking lot) and provide a roster of everyone (including adults) planning to attend the event. The primary purpose for this roster is safety, we need an accurate list of everyone at camp. We'll also hand out patches and other items at check in.

Program Overview

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

We are planning for the following activities, but this plan is subject to change. An updated plan (with a map of locations) will be sent the week of the event to anyone registered.

- Range and Target Sports: BBs, Archery, and Slingshots! We'll have ranges open for each option and each will be staffed with certified instructors. These are popular activities, so please be patient!
- Hiking: Join us for a hike around the lake!
- Fishing: Try to see if you can catch a fish from John Barr Lake
- Spooky house: Fun for all ages!
- Obstacle course and games: Stop by for a chance to see what you can do!
- Pumpkin painting: Come explore your creative side!
- STEM: Water bottle rockets and Oobleck
- Songs and Skits: Bring some friends and practice a skit for the closing campfire
- Evening Campfire: We hope you'll stick around to perform a song or skit with your unit!
- Branding: We will have branding available during a limited window. No, we can't brand people.
- And more!

Spaghetti Dinner

For anyone that is coming for the day or any unit that doesn't want to cook dinner, we will be hosting a spaghetti dinner in the dining hall. We will be serving spaghetti, meatballs, and garlic bread. The cost is \$5 cash collected at the door. An email will be sent out a couple days ahead of time to all registered units to get an approximate headcount for shopping purposes. Due to the nature of this event, we are unable to make dietary restriction options.

Costumes and Candy

All participants are encouraged to wear their Halloween costumes. Costumes must be scout appropriate and non-violent. Please leave weapon accessories at home. Scouts should not have their vision obstructed by masks.

Candy may contain peanuts and other allergens. Please have an adult check all candy before giving it to scouts with known allergies.

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 Saturday during the program session times.

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

New scouts may use their Ticket to Adventure

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 canceled check.

SUGGESTED PACKING LIST FOR CAMPERS

Individual Scout Packing List - Label EVERYTHING!!

- Daypack or book bag
- Cub Scout handbook (optional)
- Six Essentials
 - Water bottle or canteen
 - Trail snack
 - Flashlight
 - Sunscreen
 - Basic First Aid Kit
 - Whistle (only blow in emergencies!)
- Personal Camping Gear
 - Tent
 - Sleeping bag or sheets/blankets
 - Small pillow
 - Toothbrush and paste
 - Bath towel and washcloth (optional)
 - Soap and shampoo (optional)
- Personal Gear
 - Drinking cup
 - Pocketknife and whittling chip (if you have earned it or reviewed it this year)
 - Notebook and pencil
- Clothes
 - Scout uniform (for opening/closing flags and campfire)
 - Shorts/pants and extra scout activity T-shirts
 - Sweatshirt/sweater
 - Jacket (if it gets cold)
 - Socks (several pairs)
 - Underwear
 - Pajamas
 - Rain gear (jacket and/or pants)
 - Boots
 - Extra shoes (if they first get wet)
 - Hat (optional)
 - Bandana or handkerchief (optional)
- Optional
 - Spending money for the trading post (in small bills. They do take cards at the trading post)
 - Fishing gear (if desired)
 - KY State fishing license (adults only)
 - Camera
 - Lawn Chairs

Potential Pack Gear - Label EVERYTHING

- Copies of Medical Form
- Parent's Emergency Phone Numbers
- Pack/Troop First Aid Kit
- Battery Powered Alarm clock
- Canopies
- Lantern (Propane or battery preferred)
- Propane stoves / Charcoal
- Hand sanitizer
- Trash bags
- Sharpie Marker
- Bedtime snacks kept in a cooler or "Rubbermaid" type box (locked up at night)
- **Skit Ideas for Closing Campfire**

Don't forget meals. There is an optional \$5 Spaghetti Dinner on Saturday and volunteers are provided lunch on Saturday, but you will want to pack your other meals.

Lincoln Heritage Council and Camp Crooked Creek are not responsible for any lost or stolen items.

Camping Policy

For this event, each unit will operate in their campsite independent of event 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.

Pack Leadership At Camp

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 Packs 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 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.

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: This is a highly attended event. Please try to carpool if possible. Park in designated parking areas only. Some cars will be allowed to stay in and around the campsites as long as they do so in a safe manner and do not block the road (if any questions, please check with someone at administration and please note that camp admin reserves the right to request that a vehicle be moved for safety concerns). 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, Brotherhood lodge (Camp Lowe), followed by Cub World next.

If you are directed to park out of main camp, 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.
- Closed toed shoes must be worn at all times.
- Fish may be taken with a hook and line only.
- Remember tent stakes and tie downs
- Do not ditch or trench your tent.
- Leave no Trace.
- Trash your trash. It should be removed from all campsites.
- Stay out of the Lake
- No pets or bikes.

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 meals of the event. Optional spaghetti dinner will be provided in the Dining Hall for \$5/person (This is not included in the event cost or in the Ticket to Adventure.

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).