



**Spook-O-Ree  
Leader's Guide  
October 26th, 2019**

**Camp Decorah**

**W7520 Council Bay Road  
Holmen, WI 54636**



# CUB SCOUT SPOOK-O-REE 2019 SCHEDULE

## Saturday Schedule:

12:00 PM - 1:00 PM	Cub Scout Arrival / Registration
1:00 PM - 4:00 PM	Cub Scout Daytime Activities Activity 1—B.B. Guns Activity 2—Archery Activity 3—Crafts Activity 4—Games
4:00 PM - 5:00 PM	Cub Scout Costume Contest
5:00 PM - 6:00 PM	Cub Scout Dinner
6:00 PM - 9:30 PM	Evening programs (by assigned groups) Big Top 1- Carnival / Inflatables Big Top 2- Bricolage Circus Performers Big Top 3- Hay Rides
10:00 PM—10:30 PM	Closing Vespers or Departure

**Big Top groups will be assigned by Pack and on the date of registration. Please stay with your assigned groups and buddies to help us keep everyone safe.**



**Pre-Order Online the  
2019 Spook-O-Ree  
T-Shirt!**

## Welcome to Spook-O-Ree 2019

This Leaders Guide contains the information your Pack will need to have a successful, safe and fun time at this year's Spook-O-Ree event. Be sure to read all the information carefully as we expect all participants to act in accordance with the best of our Scouting traditions. The Spook-O-Ree will be held at Camp Decorah located W7520 Council Bay Road, Holmen WI.

The schedule of events is also included and we will follow it as closely as we possibly can. If we need to make a change, Pack Coordinators will be notified in advance of any changes. The Spook-O-Ree has traditionally been a family event with it's focus for the Scout and his family to come and celebrate the beginning of fall in a fun and exciting way while the scout learns the fundamentals of "Do Your Best". We expect all leaders and parents to supervise their Scouts and siblings and to maintain safety and discipline at all times.

## Pack Spook-O-Ree Coordinator

Each pack must designate a Pack Spook-O-Ree Coordinator. This person can be the Cub Master, a Den Leader or other leader, or a parent. The Spook-O-Ree Coordinator will be the main contact for communication from the council to the pack. We will distribute any program information to the pack coordinators via e-mail. Please ensure your Spook-O-Ree Coordinator includes an e-mail address so they can receive any updates and cell phone number at camp for last minutes changes.

The Spook-O-Ree Coordinator must fill out the Online Registration, and submit them with all the fees. Packs need to select a coordinator as soon as possible, as they will need time to coordinate with dens and families so that they can meet registration deadlines.

## Webelos and Scouts BSA Inclusion Event

All Webelos (I & II) age Cub Scouts will be have the opportunity to experience Scouts BSA. Webelos Scouts registered before Friday October 18th, 2019 will be able spend Saturday doing Scouts BSA activities. After 6:00 PM they will join their Pack and take part in the Spook-O-Ree activities. At 10:30, they will return to camp with the Scouts BSA and spend the night. Spook-o-Ree admission will be \$10.00 for all Webeloes Scouts who attend the entire Webelos and Scouts BSA Inclusion event.

## Registration

The registration fee is \$30.00 for Cub Scouts. Siblings ages 5 and up are welcome to attend and participate in activities for the same youth fee. Registration includes Spook-O-Ree patch, Dinner, and an awesome program. Coordinators are responsible for registering their pack online **by the close of business on Friday, October 18th, 2019.**

## APPAREL FORM

An optional t-shirt (\$14.00 and \$16.00 for + sizes). Families will be able to submit an apparel order form for t-shirts with the pack registration form. Ordered items will be available for pick up at the Spook-O-Ree.

## MEDICAL FORMS

All participants must provide a BSA medical form Class A&B. Medical forms can be found on the Gateway Area Council Website. Click on Resources, then forms under BSA sites, then scroll down to Annual Health and Medical Record. This form should be filled out and brought to the event. parents will be able to hold onto the form.

## TALENT RELEASE

Photos will be taken during the Spook-O-Ree. From time to time we may use pictures from an event to promote scouting and following years Spook-O-Ree. Unless you submit a letter in writing advising that we cannot use a photo of you or your family members you are agreeing for Gateway Area Council use of photographs for council use.

## Be Prepared

Average temperatures for October 26th range from 53-67 during the day (high of 87 degrees), and from 37-48 degrees at night (low of 27 degrees). Make sure your Cub Scouts are Prepared to handle these extremes by planning your pack prior to the event.

# Camping & Lodging

During the pre-registration process, Packs will elect the option of where they will spend Saturday evening. Pack Coordinators need to indicate whether they want to stay in a heated lodge, non-heated mini cabin (sleeps 2-4). Please make a plan agreeable to all your Scouts, so Packs are not split up.

Indoor lodging is limited and available on a first come basis. Due to the popularity of this event, lodging availability cannot be guaranteed up to the registration deadline. All Camp Decorah overnight accommodations are on a first come-first served, paid basis only. No lodging will be held or reserved without payment and completed forms. **Lodging must be cleaned prior to departure.**

Specific camping assignments will be indicated during check-in to unit leadership. Campsites will be assigned according to our needs, packs will not be able to reserve specific campsites. Camp cabins are two or four person, on wooden platforms.

**If there are any special needs for housing for your packs let us know during pre-registration and we will try to accommodate your pack.** No RV's, mobile homes, or camp trailers will be allowed.

## Vehicles in Camp

Vehicles are not allowed in Camp Decorah except during scheduled loading times. A strict speed limit of 10 MPH is required for Scout safety. Reckless or inattentive driving will result in loss of driving privileges at camp.

## Arrival & Check-In

Please enter camp through the old entry by the barn. This is to provide less congestion and a one way flow of traffic. Spook-O-Ree Staff will direct traffic.

Cub Scouts check-in will be in the Training Center from 12:00PM to 1:00PM. Check-in will be done by Packs. Early Arrivals will be asked to wait. Vehicles will be allowed in the Camp from 12:00PM to 1:00PM to deliver gear to sleeping areas. Please return your vehicle to the assigned parking area using the old entry by the barn.

Please report for the Dahl Center by 1:00PM. We will kick-off from there.

## FIRST AID

Medical Emergencies should be directed to the First Aid Station during the Event. Afterhours, contact one of the camp directors. Minor first aid should be handled at the Campsite if you have supplies.

## SUPERVISION

Each scout must be supervised by a parent/legal guardian or other adult (21 years of age or older) at all times. If scout is supervised by an adult other than his parent, all youth protection policies such as no "one-on-one" contact and no sleeping in tent with adult(s) other than own parent/guardian apply.

## MEALS

Dinner will be provided to all campers in the Dahl Family Dining Facility at 5:00PM Saturday night.

## Spook-O-Ree Costume Contest

Three impartial judges will be here to choose his/her favorite costumes. 1st, 2nd and 3rd place prizes will be awarded for each category:

- Lions
- Tigers
- Wolves
- Bears
- Siblings
- Adults

**Please wear your costume to dinner on Saturday, so we don't ruin the surprise!**



# Webelos & Scouts, BSA Spook-O-See 2019 Schedule

## Friday Evening

- 5:00pm-9:00pm Arrive, check-in, and set-up Troop/Webelos campsites.
- 9:30pm Senior Patrol Leader's Meeting at Hagerman Hall
- 10:00pm All units in campsites
- 10:30pm Lights out

## Saturday

- 8:30am Morning flag ceremony
- 9:00am-12:00pm Challenges begin
- 12:00pm-1:00pm Lunch Break
- 1:00pm-3:00pm Challenges continue
- 3:00pm-6:00pm Dinner (prep, eat, and clean up)  
Carve your entry for The Jack O' Lantern contest  
Set up your unit's spot on the haunted hayride trail.
- 6:00pm Webelos to Evening flag ceremony
- 6:30pm All Jack O' Lantern must be in place along the fence.  
  
All units must be in place and ready on the haunted hayride trail.
- 6:30pm-10:00pm Evening Spook-o-see Activities.
- 10:30pm All scouts back in unit campsites
- 11:00pm Lights out

## Sunday

- 9:00am Scouts' Own Worship Service and Awards Presentation

Thereafter, strike camps, police campsites, and depart.  
REMEMBER, ALL DECORATIONS MUST BE TAKEN BEFORE YOU LEAVE CAMP!

# **FAQ's About Scouts, BSA Spook-O-Ree 2019**

## **Q. When do we have to be there?**

A. Registration is 5:00pm to 9:00pm on Friday Night in the Training Center. There will be a senior patrol leader's meeting at 9:30 pm Friday night at Hagerman Hall.

## **Q. Can we park our vehicle in camp or drive up into campsites?**

A. Units may drive vehicles to campsites on Friday evening during registration. However, due to the Saturday evening hayride, we ask that you park your vehicles in the parking lot north of the road. Units may bring up their trailers the weekend prior to the event.

## **Q. What is scheduled for the Scouts, BSA Saturday program?**

A. We will gather near the Dahl Center for an opening flag ceremony at 8:30 am. Immediately following flag raising, Scouts will be divided into groups at the Commissioner's Area. Groups will compete in round robin challenges. Some challenges will award more points than other, so teams might be wise to employ some strategy.

## **Q. Will my unit need to bring any items for the Saturday Scouts, BSA program?**

A. Each scout will need to bring for the Saturday program are a clean bandanna, a clipboard, a writing instrument, pumpkins for Jack-o'-lanterns, and the tools you need to carve them. All other equipment for the challenge stations will be provided.

## **Q. Where might I find information about juggling, plate spinning, and riding unicycles?**

A. You may find many good tips on juggling, plate spinning, and riding unicycles by searching for COACH BOB INSTRUCTIONAL VIDEOS on YouTube.com

## **Q. When does the Saturday evening program kick-off?**

A. The Saturday evening program will kick-off at 6:30pm. Prior to this time please prepare your haunting spot along the hayride path and have your people in place at exactly 6:00 pm.

## **Q. Who is staffing this event?**

A. The Spook-O-Ree is a large scale scouting event for the Gateway Area Council. Volunteers are the driving force of the event. The event is planned by a volunteer committee. Additional volunteers are always needed to help ensure a quality program for our youth and their adult leaders. The Council's Scouts, BSA Troops have a significant role in creating the spooky fun. Many troops complete service hours during this event. If you are interested in volunteering for this event, please contact the Scout Service Center (608) 784-4040.

## **Q. Are volunteers needed to officiate at challenge stations on Saturday?**

A. Yes. Please let us know if you are interested in volunteering to be a challenge judge.

## **Q. What about meals?**

A. Troops will need to plan breakfasts for Saturday and Sunday, a lunch for Saturday, and Saturday supper.  
\* Please plan a lunch that requires little, if any, cooking back in your campsite so that your scouts can get back into the action after lunch.

## **Q. How can my troop get involved with the haunted trail event?**

A. If you want to add some chills and thrills to the haunted hayride, think of circus acts that the riders can experience as the hay wagon passes your spot. Get involved and get creative.

# COME JOIN THE CIRCUS

Are you feeling restless? Misunderstood? Bored? Have you ever wanted to run away and join the circus? Here's your big opportunity to travel the world and entertain people of all ages. Our great circus is seeking new talent both inside and outside of the performance ring. Auditions will be held across Camp Decorah on Saturday morning and afternoon.

## Circus Doc

Your challenge at this station is to work as a team to provide immediate care for injuries that you discover and to transport the injured to the circus doctor for advanced care.

## Circus Yard Setup

Your team must decide where everything goes beforehand so it is the most efficient use of the space and everything fits.

## The Clown Cross-Country Ski Team

Your team will make their way through the slalom course as fast as you can without knocking down any of the obstacle.

## Trusty Trigger's Trick Shot Show

Your team's challenge is to shoot out a golf tee from underneath a golf ball without hitting the golf ball.

## Arabella's Archery Antics

Your team's challenge is to hit as many ping pong balls and balloons as possible.

## Rowdy Ragnar's Axe and Knife Test

Your team has a chance to cut through a string with a throwing knife and to split a wooden coin into two pieces with a throwing ax.

## Cookie's Kitchen Escapade

This is a relay race about your team's knowledge of kitchen skills.

## Zip Line Pie Drop

Your team will be flying clowns and will drop pies down upon a target.

## Plate Spinning

Can your team keep 5 plates spinning on the top of 5 different sticks?

## Juggling

Your team will be judged by the longest time able to juggle three bandannas.

## Pantomime

Your team will put together a pantomime act that must be at least 5 minutes.

## Unicycles

Your team will master the unicycle, or will it master you?