

# 2023 SCOUTS BSA HALLOWEEN!

**OCTOBER 6-8, 2023**

## **THE CURSE OF THE LA-NO-CHE KRAKEN!**

### **CODE OF THE PIRATE BRETHERN (ISSUE 2)**



Ahoy me hearties and all you landlubbers! BEWARE the Curse of the La-No-Che Kraken! It's a high seas saga to the finish for the Kraken Award along with so many others! October will see an invasion of pirates (that's YOU) all vying for the Kraken Award! Bring your own gear and grub (unless you buy the meal plan) to survive the weekend. The only thing for certain at a Cursed Halloween is that nothing is for certain.

This camporee-style event is open to all Scouts BSA Troops, Venture Crews, Sea Scout Ships, and Explorer Posts. Daytime competitions are designed so that patrols can prepare to defend themselves from the Kraken. Our Camp Program Staff has developed a fun-filled program of exciting and challenging stations and scenarios for all participants that are intended to increase every Scout's skill and preparedness for such an event - or any other emergency. But remember, along with skill, cool heads and teamwork are always valuable when facing tough situations.

Daytime competitions are detailed on the following pages. See the Ship Shape Stations section of this guide for more details and check back often for updated information.

Nighttime Activities means it's time to put on your favorite Pirate Costume (or any costume) and attempt to blend in with all the other Landlubbers wh DARE to visit the Haunted Places (House, Cemetery, Trail & Prison) throughout Dr. Phillips Park.

**And what camporee doesn't have a cooking competition?** Scoutmasters and SPL's (or all in the unit) can compete to win the Scurvy Desert Award Saturday night. What's the trick you ask? Your dessert MUST use the SECRET ingredient **given to you** at the SM/SPL meeting on Friday night. IF you would like to compete, please make sure you note that in the troop registration and have cooking gear with you!

The Scout Oath and Law will govern the behavior of all participants during the weekend. The principles of "Leave No Trace" should be practiced all weekend.

It's up to you to save Camp from the Kraken. Having your daypack with the necessary survival gear available always will be critical. All patrol members should carry a water vessel and DRINK said water throughout the day to prevent dehydration. Dehydration slows you down and slowpokes are more likely to end up in Davy Jones' Locker!

Your patrol's Treasure Map will be stamped at each event with the points you have earned. *IF you want to compete for the various awards, BE SURE TO TURN THIS MAP in to the captain at closing flag on Saturday.* Points will be tallied Saturday night and awards will be given out at Flag on Sunday as you will be too busy fighting off the Kraken and other ghosts on Saturday night.

*Remember that the best chance to not end up in Davy Jones' Locker is to "Be Prepared"! Stay tuned for further updates to this Code. Updates will be emailed to the registration contact & posted to the registration page.*

# WEEKEND SCHEDULE (OCT 1 UPDATE)

## FRIDAY:

Check In 5:00 pm to 9:00 pm  
SM/SPL Meeting: 9:00pm – Williams Family Pavilion – get updated event info and your secret ingredient for the cooking competition (camp will have the ingredient for you)

## SATURDAY:

Reveille 7:00 am  
Breakfast 7:30 am – 8:00 am  
Opening Flag 8:15 am – Seneff Flag Plaza  
AM Activities\* 8:45 am – 11:45 pm - See Map in Passport\*  
Lunch 12:00 pm - 1:30 pm - Campsites or WT Bland Dining Hall  
PM Activities\* 1:30 pm – 4:30 pm – See Map\*  
Closing Flag 4:45 pm – Seneff Flag Plaza  
**Dinner** 5:00 pm – 6:30 pm – Campsites or WT Bland Dining Hall  
Costume Contest 6:45pm at the Stage by Camp Offices  
Evening Activities\* 7:00 pm – 9:00 pm See Map in Passport\*  
Trick or Treating 8:30 – 9:30 pm – Campsites (each unit should bring candy to give out)  
Dessert Cookoff 8:30 pm – 9:30 pm – Bring to Williams Family Pavilion

## SUNDAY:

Reveille 7:00 am  
Breakfast 7:30 am – 8:00 am – Campsites or WT Bland Dining Hall  
Scouts Own Service 8:15 am – 8:30 am – Chapel  
Closing Flag & Awards 8:30 am – 9:00 Awards at the Council Ring

### Daytime Activity Locations\*

- **Abandon Ship**  
Aquatics Center  
Pool Activity
- **Find the Weakness**  
Start between Wms Family & Pottery Barn  
Orienteering
- **Save Jack & the Crew**  
Skills Building  
Fire Building
- **Cannon Fire**  
Ranges  
Catapult cannon balls at ship targets
- **Jacob's Ladder**  
Adjacent to the Wms Family Pavilion  
Knotts & Lashings
- **All Aboard!**
- Coggins Pavilion  
Low COPE
- **Spanish Windlass**  
Rope Making
- **Sink the Kraken**  
Basketball Court

### Nighttime Activity Locations

- **Haunted House/Castle & Cemetery**  
Rotary Lodge
- **Abandoned Prison Gallows**  
Ecology Lodge
- **Haunted Ship & High Seas Channel**  
Handicraft Pavilion
- **Trick or Treating**  
Through the Campsites (*Units should bring their own candy for this*)
- **SM/SPL Scurvy Dessert Competition**  
Bring your grub to the Coggins Pavilion at 9pm Saturday for judging  
**MUST** use provided secret ingredient.

## SEA SHIP STATION DETAILS - OCTOBER 3<sup>RD</sup> UPDATE

Below are the Participant Activities provided in the August 31<sup>st</sup> update to this Guide. Please check back for any future updates. We will email the registrant contact for your unit registration, but you can always go to the registration page and find the most up-to-date guide as an attachment on that page.

**Abandon Ship (Pool Activity)** – All Patrol members are fully dressed (see “what to bring” section) with their swimwear under their clothing. Participants abandon the ship via the water slide and are timed to remove outer clothing. All scouts must have long pants, a shirt or T-shirt, shoes, and socks to begin the activity. Scouts must wait until the person in front of them has hit the water before entering the slide.

25 points for successfully completing the activity in under 1.5 minutes; 20 points at the 2-minute mark; 15 points at the 2.5-minute mark; 5 points for anything over 2.5 minutes. Bonus of 15, 10, or 5 points for the fastest 3 times of the day.

**Find the Weakness (Orienteering)** – Scouts will start at the control point and will be given a set of coordinates that they must follow in order. At each coordinate, there will be a marker with a letter. At the conclusion of the course, the scouts will need to unscramble the letters from each point to spell the name of the Kraken’s weakness. There will be several false markers along the trail that are meant to confuse the adventurers.

This is a timed event. Time will begin upon starting the orienteering course and will conclude upon finishing the course and presenting the staff member with the correctly unscrambled word.

10 points for each item successfully located. Additional 10 points for locating all items. Bonus of 15, 10, or 5 points for the fastest 3 times of the day.

**Save Jack and the Crew (Fire Building)** – Use *the items provided* to start a fire as fast as you can and burn through the string that is 12” above ground. You’ll want to burn through the string in record time!

25 points for successfully burning string 12” above the ground using only the provided materials. Bonus of 15, 10, or 5 points for the fastest 3 times of the day.

**Cannon Fire (Catapult)** – Use a catapult and cannon balls (tennis balls) to hit the target.

10 points for each direct hit.

**Jacob’s Ladder (Knots & Lashings)** – Patrol must build a ladder that will hold a patrol member for a minimum of 10 seconds. Patrol members may not be more than 2 feet off the ground.

25 points for completion in under 10 minutes. Bonus of 15, 10, or 5 points for the fastest 3 times of the day.

**All Aboard (Low COPE)** – Patrol must have at all members have at least one foot within the boundary of a 1 ½ square foot area.

5 points for each member on the square, up to 25 maximum points. Bonus of 15, 10, or 5 points for the fastest 3 times of the day.

**Spanish Windless (Rope Making)** – Each member of the patrol must participate in the rope making exercise, making a rope as long as you can within a 5-minute time limit.

Patrol will receive 2 points for each foot of rope produced. Bonus of 15, 10, or 5 points for the 3 longest ropes of the day.

**Sink the Kraken (A Twist on the Game Battleship)** - Test your communication and strategy skills while battling other teams to Sink the Kraken Federation. The game uses CB radio, which teaches emcom procedures and radio etiquette. Bonus clues sent by morse code.

25 points for successfully sinking 3 ships. Bonus of 15, 10, or 5 points for the fastest 3 times of the day.



Grand prize is an RC car!

## OTHER FREE TIME ACTIVITIES

**Hayride** – Take a Hayride through the outer banks of camp, through Adventure camp and past the Ranges. Catch your ride at the OA Flag area.

**Carnival Games and GaGa Ball**– Want a break? Take a quick break and play a few games. And, yes, we have not just one, but TWO GaGa Ball pits!

**Pumpkin Carving**– Show us your best rendition of a Pirate Ship, Pirate, Landlubber, Ghost, or Ghoul using your carving skills. Bring your carved pumpkin to the Dining Hall Fireplace by 7pm Saturday night for Judging.

## EVENING ACTIVITIES



**Troop Scurvy Dessert Competition** – Make a delicious dessert using a secret ingredient given to you at the SM/SPL meeting on Friday night. Judging will take place at the Coggins Pavilion. Each participating Troop will bring the desert to the Pavilion on Saturday night at the communicated time. Youth must do the cooking, adults are optional.

**Haunted Castle & Cemetery (Rotary Lodge)** – A Camp La-No-Che Tradition – now with a Haunted Cemetery out front.

**Haunted Pirate Ship/High Seas Channel (Trail) (Handicraft Pavilion)** –A Camp La-No-Che Tradition – upgraded for the Scouts BSA!

**Haunted Prison (Ecology Lodge)** – Ghosts of a pirate’s past.

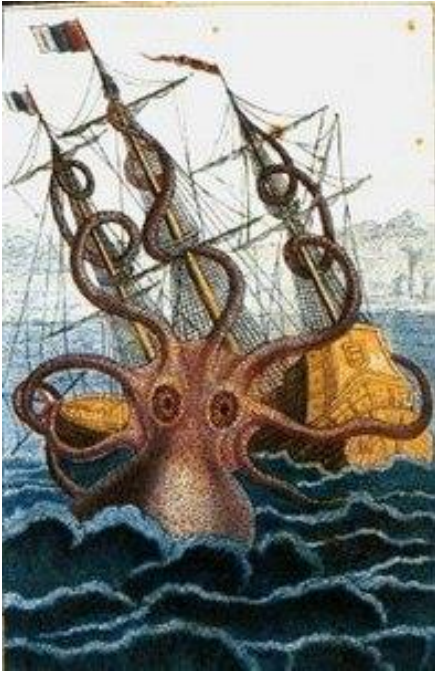
**Jeremiah’s Ice (Near the Handicraft Pavilion):** Make sure you have your own Pirate’s gold to purchase a sweet treat!

## Essential Daypack Items for Each Patrol

- Water Bottle/camelback – Stay Hydrated!
- Swimsuit, towel, sunscreen, water shoes, crocs, or flip flops.
- Clothes that you can wear in the pool over your swimsuit – **All scouts must have long pants, a shirt or T-shirt, shoes, and socks pants, shirt, socks, and shoes – this is for the Abandon Ship activity.**
- First Aid Kit
- Ziploc bags (sandwich size for keeping your map/scoresheet dry)
- \$\$ for Trading Post & Jeremiah’s Ice



# Awards:



**Jack-O-Lantern Award:** Scout Spirit – the patrol that shows the most teamwork, best leadership and most scout spirit all combined into one award. It is scored at each activity station. Bonus points will also be given to patrols who are caught doing good deeds outside of or at activities.

**Kraken Award:** Who will lead and save the ship from Davy Jones' Locker? This award will go to the **TROOP** that earns the most points during the day's activities.

**Treasure Chest Award:** Best **Patrol** Award. Goes to the Patrol with the highest overall score.

**Grub Award (Dessert):** Compete together in our "Chopped" Grub Dessert Cook-off! Working together, each unit that accepts the challenge will open their Treasure Chest and discover the ingredient that **MUST** be incorporated into your dessert. We will provide this special ingredient at the SM/SPL meeting on Friday night. Desserts will be judged on Saturday night. What do you think the secret ingredient will be?

**Campsite Decorating:** Design and decorate your campsite to be the spookiest, scariest, and pirate-iest (!?) campsite of all! This award will go to the Unit with the best design and execution of that design.

**Pumpkin Carving:** Best Carved Pumpkin – bring your own or order during the registration process. Carve your pumpkin during FREE time and bring to the Dining Hall Fireplace by 7pm on Saturday. **BE SURE TO PUT NAME AND UNIT NUMBER ON IT!**

**Costume Contest:** Best Costume – Wear your best pirate or Halloween Costume for the Haunting FUN on Saturday night. Meet at the stage by the rope bridge. (Costume Ribbon)

**Best Patrol Flag:** Design your best Pirate/Kraken patrol flag **prior to your arrival at camp**. Then remember to bring it with you! We suggest that you have a patrol yell to go along with it!



# PATROL ROSTERS

Fill out the roster on the next page prior to your arrival at camp.  
We will collect it at the Friday night SM/SPL meeting held at 9pm at the Williams Family Pavilion.

	<b>Scouts BSA Halloween Patrol Roster</b>		
<i>Troop Number:</i>			<i>District:</i>
<i>Unit Leader:</i>			<i>Email:</i>
			<i>Cell:</i>
<i>SPL/Youth Leader:</i>			
<b>Patrol Name</b>			
<b>Patrol Leader</b>			
<b>Patrol Members (8 Max)</b>			
<b>1</b>			
<b>2</b>			
<b>3</b>			
<b>4</b>			
<b>5</b>			
<b>6</b>			
<b>7</b>			
<b>8</b>			
<b>Adults</b>			
<b>1</b>			
<b>2</b>			
<b>3</b>			

