

● OCTOBER 4TH-6TH CAMP LA-NO-CHE



PROFESSOR
PANDEMONIUM'S
HALLOWEEN
WORKSHOP
AND ESCAPE ROOM

● LEADER'S GUIDE

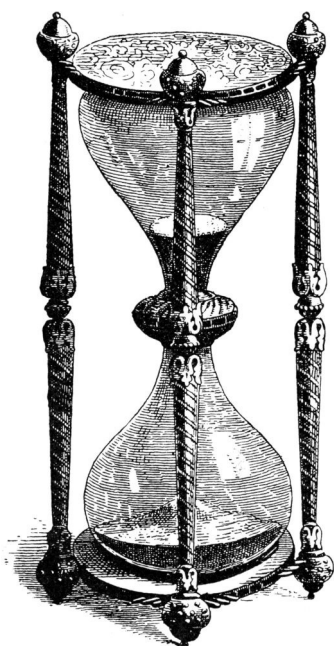


LEADER'S GUIDE

EDITION NO. 2

This guide will periodically be updated as needed.

Space is Limited - REGISTER EARLY!



ABOUT THIS EVENT

Professor Pandemonium is taking over Camp La-No-Che and challenges you to use your skills, knowledge, and teamwork to solve his epic camp-wide **ESCAPE ROOM ADVENTURE!** This camporee-style event is open to all Scouts BSA Troops, Venturing Crews, Sea Scout Ships, and Explorer Posts.

The Professor has scattered clues and challenges throughout camp and wants to know if YOU have what it takes to outsmart him and be a worthy apprentice in his workshop.

As his would-be apprentice you are tasked with helping him develop prototypes for the gadgets and machines he has dreamt up. Words like "airship" and "contraption" have been heard coming from his workshop. It's not that simple, though, as you will be doing this all while solving the escape room challenges he has placed in your path.

BUT BEWARE: When night falls, a whole NEW challenge is lurking as the haunted sights and sounds of Halloween surround you in the darkness. How will you fare on the haunted trail? Will the haunted house prove to be too much? Try if you dare!

The Professor is prepared to offer awards to all who emerge victorious from his weekend of **PANDEMONIUM!**

SOME OF THE FUN THAT AWAITS YOU...

- CAMPOREE STYLE CHALLENGES
- ESCAPE ROOM ADVENTURE
- LOTS OF FUN AWARDS TO WIN
- FREE TIME ACTIVITIES INCLUDING GAGA BALL AND PUMPKIN CARVING
- FUN CONTESTS AND AWARDS FOR:
 - ◆ CAMPSITE DECORATING
 - ◆ PATROL FLAG AND SPIRIT
 - ◆ COSTUMES
 - ◆ PUMPKIN CARVING
 - ◆ SECRET INGREDIENT DESSERT





THE PROFESSOR'S PLAN



ACTIVITIES AT THE EVENT...



PROFESSOR PANDEMONIUM'S WORKSHOP CHALLENGES

As a team of new apprentices, you will help design, build and test prototypes using the ideas The Professor has dreamt up in his workshop. You will be scored on your attempts to successfully bring his ideas to life using the materials he provides. The winning teams will be promoted to Master Apprentice and given special awards courtesy of The Professor. More details can be found on the page titled Professor Pandemonium's Workshop Challenges.

CAMP-WIDE ESCAPE ROOM ADVENTURE

Professor Pandemonium would never allow himself to be confined to an escape ROOM. Only a large-scale, CAMP-WIDE puzzle adventure will do for this extraordinary gentleman. Each patrol will receive an apprentice toolkit with a log book, helpful items, guides and decoders to assist on the journey to victory. You must use your wits, skills, creativity and teamwork to beat *this* larger than life escape room style adventure.

HANDICRAFT STATIONS

Creativity is a must for any apprentice in this workshop. Want to work on building those skills? Make your way to the handicraft stations to create a themed woggle, a zoetrope and a custom event specific nametag you can put on your uniform.

GAGA BALL

Need a break from all the Professor's challenges? Take a moment to play a few rounds with others in a game of GaGa ball in one of two GaGa ball pits available to you.

PUMPKIN CARVING

Show us your best steampunk, inventions, STEM and/or escape room design using your pumpkin carving skills. Pumpkins are available for preorder or you can bring your own. Drop off your carved pumpkin to the Dining Hall fireplace by 7pm Saturday night for judging. Any pumpkins left at the Pottery Barn carving station will not be considered for judging.

CAMPSITE DECORATING CONTEST

Turn your campsite into your own vision of an inventor's workshop, steampunk, STEM and/or escape room design. Participating campsites will be judged Saturday night. Come prepared with your ideas and the materials required to transform your site.



CONTINUED ON NEXT PAGE...

ACTIVITIES AT THE EVENT, CONTINUED

COSTUME CONTEST

Whether you wear a costume that matches the theme or something else entirely, you are invited to join in the costume contest Saturday evening. Exact time and location to be provided later.



TRICK OR TREATING

Campsite trick or treating will take place Saturday night. Bring treats to hand out. You can incorporate trick or treating into your campsite decorating or simply set up with a table, chairs and a bowl of candy at the road. While trick or treating, always remain respectful of others' campsites. Do not enter into a site beyond the trick or treating area. Use the Buddy System!!

PATROL FLAG AND SPIRIT

The Professor has requested each team of apprentices identify themselves by carrying a flag bearing their name and numbers. As he appreciates a flair for the dramatic, a bold, unique design could earn an award for your team. Note: You'll be busy with fun challenges and activities once you arrive so **create your flag prior to camp arrival. You will not have time to do so once you arrive.**

P.S. Professor Pandemonium certainly doesn't mind a little chaos so feel free to make it known loud and clear who you are as you travel around camp. There may be an award in it for you if you impress him with the most spirit.

SECRET INGREDIENT DUTCH OVEN DESSERT COMPETITION

The workshop assistants really, really love dessert. So much so they've convinced the Professor to allow a dessert competition as a way for them to eat lots of it. He agreed to this only if it came with an extra challenge (naturally). There will be a **mystery ingredient** that you **must use** in your dessert creation. The mystery ingredient will be given to you at the Friday Night SM/SPL meeting. Drop off your dessert for judging Saturday evening while you enjoy the many evening activities offered. Sign up for the dessert competition during the registration process. There could be an award in it for you if your dessert stands out in any of the categories (to be announced).

EVENING ACTIVITIES

When night falls, camp transforms into a Halloween spectacular. Spooky lights, sounds and scares await you in the darkness. You can test your bravery at the haunted trail, castle, cemetery and prison in addition to trick or treating, drop off dessert competition and costume contest.

AWARDS

Awards will be given for workshop competitions, escape room challenges, dessert competition, campsite decoration, pumpkin carving, patrol flag and spirit, costumes plus more to be announced in a later edition of this guide.



PROFESSOR PANDEMONIUM'S WORKSHOP CHALLENGES

The Professor is seeking some new apprentices and he's looking right at you! Compete in his challenges and score big to impress him. He'll be looking for teamwork, creativity, problem solving skills, and fast (or slow) times on his timed challenges. There will be multiple awards available to win for each challenge. If you don't want to compete, that's ok! You can do the challenges just for fun! Here's what he has prepared for you:

Airship Construction and Time Trials

Using the provided supplies, design, construct and launch an airship for your patrol. Points will be awarded for creative use of supplies, airship design, distance traveled and more. Bonus points will be awarded for using elements of the steampunk theme.

Invention Schematic Duplicator

Two years ago, the Professor lost several of his prized blueprints for some pretty awesome, outstanding, world class, second to none creations (his words, not ours). He doesn't want that to happen again and he's asked you to create backup copies of the schematics to some of his latest inventions. This won't be as easy as it may sound, though. These schematics are practically life sized and will require each member of the team to work simultaneously using his Technically Terrific Trace-O-Matic™ as a team. You'll just have to see it to understand it. Trust us. Awards will be given for most accurate duplication, teamwork, communication, duplication speed and more.

The Point A to Point B Machine

The name could use a little work, but the challenge remains the same. Use as many of the provided supplies as you would like to build a machine that moves a ball from point A to, well, point B. Hmm, perhaps the name isn't so bad. It's definitely simple and straight to the point. Ahem, anyway... The challenge here is the Professor wants it to be a slow-mo machine. The winning team will be the one whose ball takes the longest to reach Point B. Once the ball is in motion, however, no interference is allowed! If the ball stalls out no score will be given. Each team will be allowed a set number of runs with minor modifications to log their best (worst?) score. Awards will also be given for creativity, teamwork (every team member contributes) and more.

Escape Room Challenge

As you move through the weekend you will encounter a variety of escape room challenges. Completing these challenges will unlock clues and directions to help you progress through each of the outlined objectives. Some clues will be given out at challenge stations and some by designated people throughout camp. Others you will need to discover on your own. You might come across a locked box but if you haven't yet found the key you'll have to leave it until you do. Or maybe you'll encounter a code to decipher a puzzle you haven't yet discovered. It might be a good idea to log the information for when you do come across the puzzle! Each team will be given a toolkit and guidebook to log puzzle progress and completions. This will be your roadmap through the escape room journey. Completions will be stamped and logged at Headquarters.

More to Come

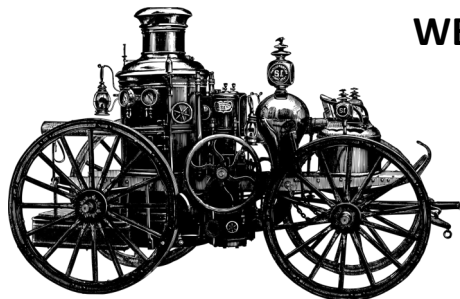
More challenges are in the works and will be announced soon!

AWARDS

All award winners, including for these challenges, will be announced and awards will be given on Sunday morning at the closing ceremony. Don't miss it!



SCHEDULE & LOCATIONS



WEEKEND SCHEDULE (July 1st Update)

FRIDAY:

Check In 5:00 pm to 9:00 pm

SM/SPL Meeting: 9:00pm

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

Lunch 12:00 pm - 12:30 pm - Campsites or WT Bland Dining Hall

FREE TIME 12:30 – 1:30 pm

PM Activities* 1:30 pm – 4:30 pm

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

Trick or Treating 8:30 – 9:30 pm – Campsites (each unit brings candy to give out)

Dessert Cookoff 8:30 pm – 9:30 pm – *DROP OFF* desserts at Williams Family Pavilion
(you are not required to stay)

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

**Map with locations to be provided at a later date*

A NOTE REGARDING THE DETAILS

This is an early edition of the Leader's Guide for the 2024 Scouts BSA Halloween event. Updated editions will be provided on later dates that will include more specific schedules, activity locations, details about competitions, award categories and more. Those who are registered for this event will receive a notice via email when an updated guide is posted!

Register early to secure your spot!

