

Leader's Guide

This guide may be updated as needed.
Space is Limited - REGISTER EARLY!

About this Event



The Headless Horseman has taken over Camp La-No-Che, and challenges you to use your skills, knowledge, and teamwork to escape his clutches and survive his vengeful curse! This camporee-style event is open to all Scouts BSA Troops, Venturing Crews, Sea Scout Ships, and Explorer Posts.

Can you save yourself and your fellow Patrol members, or will you become just one more victim in a centuries long futile attempt to put and end to the Horseman once and for all.

Compete in a series of skills to see if you will escape Sleepy Hollow with your head still attached, or if you will become another in a long line of the Horseman's victims. Design a replacement head for the Horseman using all your pumpkin carving skills. Demonstrate your First Aid knowledge and nurse the Horseman's victims back to health. You have found the Horseman's head, but now you must build him a new body. Use your signaling skills to summon reinforcements to help subdue the Horseman. Work to keep the Horseman at bay with fire building skills. Design and proudly display a Headless Horseman

themed Patrol Flag.

BUT BEWARE: When night falls, a whole NEW challenge is lurking as the haunted sights and sounds of Halloween surround you in the darkness. Can you elude the Horseman while on the haunted trail? Will he be around the corner in the haunted house? Take the challenge if you dare!

Some of the fun that awaits

- Camporee style challenges
- -- Lots of fun Awards to WIN
- Free time activities including GAGA BALL & pumpkin carving
- Campsite decorating
- Patrol Flag and Spirit
- Costumes
- Pumpkin carving
- Secret ingredient dessert



The Horseman's Revenge

Activities at the Event...

THE HORSEMAN'S REVENGE!!!!

As the late great Ichabod Crane learned two centuries ago, no one man (or Scout) can defeat the Horseman.

If you are to survive the night, you and your Patrol must work together like a well oiled machine. (CAUTION—OIL AND THE HORSEMAN'S FLAMING PUMPKIN HEAD DO NOT WORK AND PLAY WELL TOGETHER!)

FIND MY HEAD - Pumpkin Carving - Pottery Barn

The Horseman's head is nowhere to be found. You must provide him with a replacement. Anything less than a jaw dropping, terror inducing head will incur his eternal wrath. Pumpkins are available for preorder, or you may bring your own. Drop off your carved pumpkin at 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.

SAVE ICHABOD CRANE - First Aid - Williams Family Pavillion

Our hero, Ichabod Crane, has escaped the Horseman's clutches, but not before sustaining serious injuries. Your task is to restore him to health. You will draw a random card and use only the provided materials treat his injuries.

BUILD ME A BODY - Scarecrow Construction—Handicraft Pavillion

The Horseman's body is beginning to deteriorate, and your task is to make him a new body. **Plan ahead and bring the materials with you** to make the most awesome scarecrow known to man.

A CRY FOR HELF - Signaling—Basketball Court

Ichabod is at his wit's end and needs the assistance of his fellow townsfolk to fend off the Horseman's relent-less attack. Your patrol will be given a message to code and send to rally the townsfolk.

FRIEND OR FOE - Patrol Flag

Identify your patrol as an ally of the brave Ichabod Crane by creating and carrying a Sleepy Hollow themed patrol flag <u>ahead of time</u>.

REPEL THE HORSEMAN - Fire Building—Behind the Trades Building

Like all creatures of the night the Horseman fears light above all things. Using only the materials at hand your patrol must build a fire (NO matches allowed!) and burn a string 12 inches from the ground.

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.



TRICK OR TREATING—Bring Candy to Share

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!!

P.S. the Horseman is not a fan of 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 ward him off by displaying the most spirit.

SECRET INGREDIENT DUTCH OVEN DESSERT COMPETITION—Drop Off at Williams Family Pavilion

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.

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, as well as participate in the costume contest, and drop off dessert competition.

Awards

Awards will be given for Patrol competitions, with bonus points available for those daring enough to attempt to earn them, best overall patrol, best overall troop, pumpkin carving, dessert competition, campsite decoration, costumes, patrol flag, and patrol spirit, and any others the Horseman may choose to honor!





Schedule & Locations

WEEKEND SCHEDULE



FRIDAY:

Check In 5:00 pm to 9:00 pm

SM/SPL Meeting: 9:15 pm Williams Family Pavilion

Get updated event info and your secret ingredient for the cooking

competition—camp will provide the ingredient to 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 pm – 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 6:45 pm - Seneff Flag Plaza

Evening Activities* 7:00 pm – 9:00 pm

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

"Chopped" Desert 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 – Council Ring

Closing Flag & Awards 8:30 am – 9:30 Awards at the Council Ring

Updated editions of this guide may be posted on the registration page on the Council Calendar. Those who are registered for this event will receive a notice via email when an updated guide is posted!

Register TODAY to secure your spot! PROVO Scouts are Welcome!

Troop # Patrol N	lame:
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Event	Base Points	Bonus Points	Total Points	Event Rank
Find My Head – Pumpkin Carving				
The Horseman's head is nowhere to be found. You must provide him with a replacement. Anything less than a jaw dropping, terror inducing head will incur his eternal wrath.				
25 points for offering up a replacement. Bonus of 15, 10, or 5 points for the most horrific head.				
Save Ichabod Crane – First Aid				
Our hero, Ichabod Crane, has escaped the Horseman's clutches, but not before sustaining serious injuries. Your task is to restore him to health. You will draw a random card and use only the provided materials treat his injuries.				
15 points for successful treatment within a 15 minute window; 25 points for completion in less than 10 minutes. Bonus of 15, 10, or 5 points for the fastest times.				
Build Me a Body – Scarecrow Construction				
The Horseman's body is beginning to deteriorate, and your task is to make him a new body. Plan ahead and bring the materials with you to make the most awesome scarecrow known to man.				
25 points for building your scarecrow. A 50 point bonus to all patrols who are willing to leave their scarecrow behind to be used during our amazing Cub Halloween weekends!				
A Cry For Help - Signaling				
Ichabod is at his wit's end and needs the assistance of his fellow townsfolk to fend off the Horseman's relentless attack. Your patrol will be given a message to code and send to rally the townsfolk. 25 points for accurately sending the message in under 1 minute; 15 points for sending in				
under 2 minutes. Bonus of 15, 10, or 5 points for the fastest times.				
Repel the Horseman – Fire Building				
Like all creatures of the night, the Horseman fears light above all things. Using only the materials at hand your patrol must build a fire (NO matches !) and burn a string 12 inches above the ground.				
25 Points for completion in less than 5 minutes, 15 points between 5 and 10 minutes; 5 points between 10 and 15 minutes. Bonus of 15, 10, or 5 points for the fastest times.				
Friend or Foe – Patrol Flag				
Identify your patrol as an ally of the brave Ichabod Crane by creating and carrying a Sleepy Hollow themed patrol flag <u>ahead of time</u> . 25 points for bringing and displaying your patrol flag. Bonus of 15, 10, or 5 points for the top 3 flags.				
Dessert Cook Off The patrol MUST use the secret ingredient to create the ultimate camp dessert! 25 points for participating in the dessert cook off. Bonus of 15, 10, or 5 points for the top 3 entries!				
Costume Contest Who will be wearing the most stupendously creative and awesome costume??? 5 points for each participating patrol member, up to 25 points. Bonus of 15, 10, or 5 points for the top 3 costumes!				
Overall Scores				