

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—Healthcraft/Coggins 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 relentless 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.

SOUNDS TERRIFYING Rifle—Rifle Range

While our puny mortal devices cannot harm The Horseman he can be startled by loud noises. Each member of your patrol will have the opportunity to fire 5 rounds at a target featuring 5 flaming pumpkins. A direct hit on a pumpkin will amplify the sound to a level that hopefully will distract The Horseman long enough to allow you to escape unscathed.

Continued on next page...

Activities at the Event, Continued

The Swamp -Swimming—Aquatic Center

As the Horseman approaches you find yourself backed up to the deepest, darkest, most treacherous of Sleepy Hollow's many swamps! If you are to keep your head you must get your entire patrol safely across the black swamp. This is a timed event, based on the total time it takes for every member to reach safety, crossing one at a time. There will be 15 seconds added to your patrol's total if you have less than the number of members of the largest patrol competing. Beware being too slow, as the black swamp is infested with giant leeches, who are looking for a refreshing drink of your blood!

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 Headless Horseman has a secret sweet tooth—and he's summoned a dessert competition to satisfy his eerie cravings. But beware: he's added a sinister twist. At the **Friday Night SM/SPL meeting**, you'll receive a **mystery ingredient** that must be used in your Dutch oven dessert creation. Only those brave enough to bake under pressure will earn his haunted approval.

Prepare your masterpiece and **drop it off Saturday evening** at the Williams Family Pavilion while you enjoy the night's chilling festivities. Judging will take place as the Horseman roams the camp in search of the most frightfully delicious treat.

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-Campsites or Dining Hall / Williams Pavillion

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 Dining Hall / Williams Pavillion

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 Dining Hall / Williams Pavillion

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 7:30 pm – 8:30 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 Dining Hall / Williams Pavillion

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!

Provisional Camping

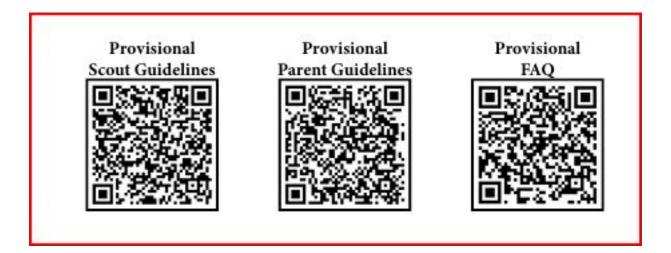
SCOUTS! If your Unit is not able to attend the Scouts BSA Halloween weekend look no further than the Provisional Camper Program! Provisional offers a unique experience for Scouts to come together from different cities, councils, or even states to meet one another and have a great experience!

All programs are available to Provisional (Provo) Scouts as if they attended with their unit and we provide adult leadership to watch over them throughout their stay! The additional cost for Provo helps offset the cost for their two-deep leadership, and additional activities just for Provo Scouts.

Scouts must bring their own tents to stay in as part of the Provisional Program. A list of Provo Guidelines, and Frequently Asked Questions can be found at the links below, and under attachments on the Registration Page.

Thank you!





EMERGENCY PROCEDURES

CAMP WIDE EMERGENCY ALARM PROCEDURES

In the event there is a camp wide emergency, a constant wailing (air raid) siren will sound. If you hear this siren, please proceed to the Seneff Family Flag Pole, line up with your unit, take roll call, have your SPL report to the Camp Commissioner that your unit is accounted for, and wait for further instructions from Camp Staff. Everyone, all youth and adults must report to the flag pole during a camp wide emergency alarm unless instructed otherwise by Camp Staff. The entire camp will have an opportunity to practice these procedures within 24 hours of arrival.

CAMP LIGHTNING ALERT PROCEDURES

Florida is the lightning capital of the world and represents a hazard that all should be made keenly aware. This plan has been developed for the use of Scouts, Adult Leaders, and Camp Staff while camping and/or participating in programs and activities. In the event inclement weather is forecasted, our Camp Admin Team will monitor any approaching storms and will notify all Program Staff to assist campers to seek appropriate shelter when necessary. If necessary camp vehi cles will be dispatched to campsites to notify units of impending storms and appropriate action T he following is the responsibility of all Scouts, Adult Leaders and Staff at Camp La-No-Che. When lightning is eminent, appropriate shelter is any building that has 4 walls (and when possible restroom access). Campsite activity shelters are safe shelters. PROGRAM PAVILIONS ARE NOT SAFE SHELTERS. When notified, please ensure that everyone in your group goes to one of the nearest building as instructed by staff and stays there until given all clear. - W.T. Bland Dining Hall- Campsite Shelter

HEALTH LODGE & FIRST AID PROCEDURES The AdventHealth Lodge is staffed by a qualified Resident Health Officer who is trained and prepared to treat basic first aid and illnesses at all times (but may not be a medical doctor). In the event of a serious emergency, please call 9-1-1 prior to notifying Camp La-No-Che Management and the Health Officer. When visiting the Health Lodge, please enter the front door or use the radio/intercom to ask for assistance. Any youth under the age of 18 must be accompanied by an adult (the Central Florida Council does not provide sickness and accident insurance for out of council units).



YOUTH PROTECTION

Camp La-No-Che strictly adheres to the Youth Protection policies set fourth by the Boy Scouts of America. If you ever suspect any form of abuse im mediately alert Camp La-No-Che Management. Failure to report potential abuse is allowing potential abuse to occur/continue.

TWO-DEEP LEADERSHIP

Two registered Leaders (21 years of age or over) are required at all times while at camp. There must be a registered female Leader (21 years of age or over) in every unit serving females. All adults accompanying a Scouting unit overnight at camp must be registered Adult Member of the BSA.

RESPECT OF PRIVACY

Adult leaders must respect the privacy of youth members in situations such as changing clothes and taking showers at camp, they are only to intrude when health and safety requires. Adults must protect their own privacy in similar situations.

RULES

- One fire is permitted per campsite in the fire ring. Do not use pine cones, pine needles, spanish moss, kerosene, or gasoline in the fire. While burning, the fire must be attended at all times. Before leaving the fire, water must be used until the fire is completely out and the ashes are cool.
- Cooking must be done at least twenty feet away from tents and buildings. Propane and liquid fuels may only be used under supervision of adults. No gasoline is to be used. Fuel is to be stored away from tents & buildings
- Since animals can lift lids & open simple latches, food should be stored in the bear box provided in campsite.
- Stick, roll-on, or pump insect repellent and deodorant is preferred, and aerosol should be avoided if possible. If aerosol of any kind must be used, it must be used outside of tents and under adult supervision.
- Closed shoes must be worn at all times. The only exception is that flip flops, aqua socks, or sandals may be worn in the campsite when going to the shower or after arriving at the lake front.
- No flames or fires of any kind are permitted in tents.
- Riding on the tailgate of a car or in the back of a pickup truck is prohibited.
- ♦ All vehicles must be parked in the Main Camp parking lot.
- Extension cords may be used only inside buildings.
- ♦ Camouflage is highly discouraged at Camp La-No-Che.
- Use of alcoholic beverages and controlled substances are not permitted. Any individual or group violating this rule must leave the facility.
- No fireworks or privately owned firearms are permitted on council-owned property.
- ♦ All bicycle riders must wear safety helmets.
- As part of the Youth Protection and camp identification policies all Scouts and Scouters that are staying must have an wrist-band at all times. If your wristband is lost you must replace it at the Camp Office.

VALUABLES POLICY

The Leonard and Marjorie Williams Family Scout Reservation/Camp La-No-Che Management and Staff will not be responsible for camper or troop valuables while in camp. Use these tips to avoid any losses while at camp:

Advise your Scouts to bring as few valuables as possible and encourage Scouts to use locked trunks

Do not carry large amounts of money around camp

The unit leadership should bring a lock box with them for unit use

Never leave a Scout alone at the campsite

Advise your Scouts not to walk through another unit's campsite

VEHICLE POLICY

To protect our camp and all Scouters, we ask that all vehicles be parked in the Main Parking Lot. Vehicles will be allowed to transport gear to and from campsites on arrival and departure. Troops will be permitted to park their equipment trailer in their campsite along with one vehicle per unit. All equipment trailers must be disconnected from the tow vehicle and the trailer's hitch must be flagged for safety.

GOLF CART/UTV/ATV POLICY

Camp La-No-Che golf carts and UTVs are utilized around camp. These machines are only operated by trained and approved Camp Staff for program duties. Personal golf carts and UTVs are not allowed unless prior approval is granted. An online course is mandatory, and must be completed before arrival to camp (ROHVA.ORG/). A Golf Cart and UTV Policy acknowledgment form must also be on file in the Camp Office. (The BSA strictly prohibits the use of ATVs unless they are Council-owned and used for the ATV Safety Program)

UNIFORM POLICY

During the day, Scouts and Scouters are allowed to wear their BSA Activity Uniform. If shirts are worn not affiliated with the BSA, they may not contain any content that is suggestive or against the mission of the BSA. However, all participants must wear closed-toe shoes at all times. The only exception is that flip flops, aqua socks, or sandals may be worn in the campsite when going to the shower or after arriving at the lake front. It is required to wear the BSA Field Uniform (Class A) for evening dinner.

LEAVE NO TRACE POLICY

While at Camp La-No-Che, all Units and Scouts should abide by the principles of Leave No Trace. Please make every effort to maintain the camp's appearance. Please remember that Scouts are neat and clean.

SCOUTING AMERICA'S SMOKE FREE POLICY

Scouting America policy is to provide a smoke-free environment for all Scouting participants. Therefore, smoking is not allowed at La-No-Che in the presence of youth or in buildings. You may smoke only in the designated adult break area behind the Trading Post.

HAMMOCK POLICY

We encourage Scouts to bring their hammocks to Camp, but we ask that all follow the BSA Safe Hammocking Guidelines! Camp La -No-Che also requires the use of "tree straps". 1. Hammocks must be hung in secure locations (no buildings or shelters) 2. Never stack hammocks above each other. 3. The lowest point of a hammock must not be more than 3 feet above the ground.

REFUND POLICY

All deposits paid, either for campsite or participant are non-refundable deposits. To request a refund of other monies paid, you must submit a refund request form and meet the criteria listed in order to receive a potential refund. Please see the event registration page for a link to form and criteria.

Updates to Scouting's Barriers to Abuse

The BSA has adopted the following policies for the safety and well-being of its members. These policies primarily protect youth mem bers; however, they also serve to protect adult leaders. All parents and caregivers should understand that our leaders are to abide by these safeguards. Parents and youth are strongly encouraged to use these safeguards outside the Scouting program. Registered leaders must follow these guidelines with all Scouting youth outside of Scouting activities.

REGISTRATION REQUIREMENTS

The chartered organization representative, or in their absence the executive officer of the chartered organization, must approve the registration of the unit's adult leaders. Registration Includes:

- ♦ Completion of application including criminal background check and mandatory Youth Protection training-
- ♦ Volunteer Screening Database check

Current Safeguarding Youth training is required for leaders when renewing their registration or at unit charter renewal. Adult program participants must register as adults and follow Youth Protection policies.

ADULT SUPERVISION

Two registered adult leaders 21 years of age or over are required at all Scouting activities, including all meetings. There must be a registered female adult leader 21 years of age or over in every unit serving females. A registered female adult leader 21 years of age or over must be present for any activity involving female youth or female adult program participants.

Not withstanding the minimum leader requirements, age and program-appropriate supervision must always be provided.

All adults staying overnight in connection with a Scouting activity must be currently registered as an adult volunteer or an adult program participant. Adult volunteers must register in the position(s) they are serving in. Registration as a merit badge counselor position does not meet this requirement. See FAQ for list of approved adult registration fee required positions.

One-on-one contact between adult leaders and youth members is prohibited both inside and outside of Scouting.

- Situations requiring a personal conference, the meeting is to be conducted with the knowledge & in view of other adults/ youth
- Private online communications (texting, phone calls, chat, IM, etc.) must include another registered leader or parent.
- Communication by way of social media (Facebook, Snapchat, etc.) must include another registered leader or parent.
- Discipline must be constructive.-
- ♦ Discipline must reflect Scouting's values.
- Corporal punishment is never permitted.
- Disciplinary activities involving isolation, humiliation, or ridicule are also prohibited.
- ♦ Adult Supervision: Youth Protection and Barriers to Abuse FAQs

RESPONSIBILITY

Leaders must ensure that all participating in Scouting activities abide by the Scout Oath & Scout Law. Adult leaders & youth members share the responsibility for the safety of all participants in the program, including adherence to Youth Protection & health & safety policies.

- Adult leaders are responsible for monitoring behavior and intervening when necessary.
- Physical violence, sexual activity, emotional abuse, spiritual abuse, unauthorized weapons, hazing, discrimination, harassment, initiation rites, bullying, cyberbullying, theft, verbal insults, drugs, alcohol, and pornography have no place in the Scouting pro gram and may result in revocation of membership.
- All leaders are required to adhere to the Scouter Code of Conduct.

ACCOMODATIONS

Separate accommodations for adult males and females and youth males and females are required. Tenting- Separate tenting arrangements must be provided for male and female adults as well as for male and female youth.

Youth sharing tents must be no more than two years apart in age.

- In Cub Scouting, parents and guardians may share a tent with their family.
- - In all other programs, youth and adults tent separately.
- Spouses may share tents.

Lodging/Cabin Accommodations

Whenever possible, separate cabins or lodging should be provided for male and female adults as well as for male and female youth. Where separate accommodations cannot be provided due to group size or limited availability, modifications may be made. Where completely separate accommodations are not available, additional supervision is required.

If adults and youth of the same gender occupy single-room accommodations, there must be a minimum of two adults and four youth, with all adults being Youth Protection trained

Physical separation by other means, including temporary barriers or space, should be used only when no other arrangements are possible.

Restrooms

Separate shower and latrine facilities should be provided for male and female adults as well as for male and female youth. If separate facilities are not available, separate times should be scheduled and posted. Privacy of youth is respected:

Adults and youth must respect each other's privacy, especially in situations such as changing clothes and taking showers at camp.

Adult leaders should closely monitor these areas but only enter as needed for youth protection or health and safety reasons.

Accommodations: Youth Protection and Barriers to Abuse FAQs

PROGRAM REQUIREMENTS

- ♦ The buddy system should be used.
- The use of smartphones, cameras, mirrors, drones, etc., in places or situations where privacy is expected is prohibited.
- All aspects of the Scouting program are open to observation by parents and leaders.- The BSA does not recognize any secret organizations as part of its program.
- ♦ Hazing and initiations are prohibited and have no part during any Scouting activity.-
- ♦ All forms of bullying and harassment including verbal, physical, and cyberbullying are prohibited.
- ♦ Inappropriate public displays of affection are prohibited.
- ♦ Sexual activity is prohibited.
- Appropriate attire is required for all activities.

Program Requirements: Youth Protection and Barriers to Abuse FAQs

REPORTING REQUIREMENTS

Adult leaders and youth members have a responsibility to recognize, respond to, and report Youth Protection violations and abuse. **Reporting Youth Protection Policy Violations**

Serious Youth Protection policy violations or behaviors that put a youth's safety at risk must be reported to the Scout executive.

Online reporting is also available at Incident Reporting.

Mandatory Reporting of Child Abuse

- ♦ All persons participating in Scouting programs are mandated reporters of child abuse.
- Reports must be made to local law enforcement and child protective services. State law may require additional reporting
- ♦ This reporting duty cannot be delegated to any other person.
- Reporting to the Scout executive or Scouts First Helpline ensures that follow-up can occur for the safety of our youth. Scout executives and Scouts First coordinate follow-up actions.

Scouts First Helpline

As part of its "Scouts First" approach to the protection and safety of youth, the BSA has established a dedicated 24-hour helpline to receive reports of known or suspected abuse or behavior that might put a youth at risk. 1-844-SCOUTS1 (1-844-726-8871)- If immediate assistance is needed in the handling of a sexual abuse allegation, contact Scouts First Helpline (1-844-SCOUTS1).- If someone is at immediate risk of harm, always call 911.

ADDITIONAL RESOURCES

Accommodation

The older youth Scouting America programs (Scouts BSA, Venturing, Sea Scouting, and Exploring) encourage leadership development, growth, and independence by recommending that youth share accommodations with other youth (must be the same gender per Barriers to Abuse). However, we also recognize that **exceptional circumstances** may warrant a parent or legal guardian sharing accommodations with their same-gender* child if the parent/legal guardian meets all leader registration requirements.

Youth siblings of the same gender may share sleeping accommodations regardless of age with permission from their parents or legal guardians.

Campsites must be arranged to separate genders adequately. This separation could be achieved through natural barriers, physical distance, or by the campsite being divided, so long as the separation achieves privacy for both adults and youth, as well as by gen der. Adult leaders are responsible for establishing the barriers and reminding Scouts that members of one gender must not enter the tent/housing of another.

The Buddy System

The buddy system is designed to provide an additional layer of safeguarding by ensuring no youth member/participant is alone and that a buddy can get help in an emergency.

The buddy system is used whenever members/participants are outside the line of sight of qualified adult leadership and specific activities where the buddy system is required for participation. Of note:

- ♦ The adult unit leadership oversees and approves buddies
- .Buddies are two and can also be three to prevent members or participants from being alone.
- If the original pair for a buddy group is mixed gender, a third youth/participant must be added (for a buddy group of 3).
- Youth siblings of the same gender may serve as buddies regardless of age with permission from their parents or legal guardians.
- Except for siblings, it is recommended that the age gap between buddies be at most three years for all non-sleeping activities but must be no more than two years for all tenting.
- When **exceptional circumstances** warrant, a parent or legal guardian may serve as a buddy for their child's Scouting activities, but youth buddies meeting the above criteria, if available, are always preferred.

Participation by Parents and Legal Guardians

Parents and legal guardians are encouraged to participate in Scouting activities with their children. However, to meet youth protection policies, some participation—including all overnight activities*—requires the parent or legal guardian to be a registered adult in their child's unit. *Special needs remain unchanged. *See and note the Cub Scout Exception

HOW DOES THIS EFFECT SCOUTS BSA LEVEL CAMPING MOVING FORWARD (at Camp La-No-Che)?

- When registering for a Scouting Event each unit must have 2 registered adult leaders attend from their unit.
- ♦ Scouts BSA Units from the same Charter Org MUST have 2 separate leaders attending from each unit
- ♦ Scouts BSA Units for Girls must have one of these Unit Leaders be female
- Scouting units from the same Charter Org, must register for camp separately (under 2 registrations) to ensure leader requirements are met, and that campsites are assigned accurately.
- If a Scout is attending camp without 2-unit leaders and Provisional Camping is an option the Scout will be placed in this unit (which may have an additional fee).
- If a group of Scouts is attending from the same unit in our Provisional Troop, single leaders or parents cannot attend camp with their Scout as a leader or provide supervision.

Camp Map



Troop # Patrol Name:		# of Scouts			
	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. The Swamp –Swimming The Horseman has you trapped on the edge of Sleepy Hollow's dreaded Black Swamp. You must get all members of your patrol safely across the swamp one at a time. This is a timed event, with 15 seconds add if necessary to make all patrols the same size. 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.					
Sounds Terrifying—Rifle Each member of your patrol will have the opportunity to fire 5 rounds at a target featuring 5 flaming pumpkins. Score 5 points for each pumpkin hit. Select ONE target to represent your patrol. A maximum of 25 points may be earned for this event!					
Dessert Cook Off The patrol MUST use the secret ingredient to create the ultimate camp dessert! 25 points for entering 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					

Scouts BSA Halloween 2025—Revenge of the Headless Horseman Patrol Roster

Troop Number	District / Council	
Unit Leader	Email	Cell
	Patrol Members (8 M	AX)
1	(1	Patrol Leader)
2		
3		
4		
5		
6		
7		
8		