

Spook-O-Ree Leader's Guide

October 2023



Camp Owen J. Brorein

16901 Boy Scout Camp Road
Odessa, FL 33556

Camp Director
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The number one goal is for our Cubs to have some spooky fun! Our camp is at full capacity, please be patient, flexible, and kind this weekend!

SCHEDULE (*subject to change, final schedule will be handed out at check-in*)

Friday

- 5:00-7:00 Check-in
- 7:30 Gates close, all vehicles out of camp and in parking area
- 7:30 Movie in Activity Field
- 9:00 Leader's Meeting (one leader per unit) at Eagle's Nest pavilion
- 9:30 Staff Meeting at Eagle's Nest pavilion

Saturday

- 7:30 Breakfast
- 8:35 Opening Ceremony (*Field Uniform*)
- 9:00-11:55 Activities*
- 12:00-1:00 Lunch
- 1:05-5:30 Activities*
- 3:30 Pumpkins on stage for judging (BYOP)
- 5:30-6:00 Prep for evening activities and dinner
- 6:00 Dinner
- 7:00 Monster Mash Dance Party, Costume Contest
- 8:00 Scare Trail, Campfire, Tent-or-Treating (units bring candy & decorate), Movie

Sunday

Starting at 7:30 and following consecutively (*Field Uniform*):

- Closing Ceremony
- Scout's Own Interfaith Service
- Breakfast (grab & go for those who purchased the meal plan)
- Clean up camp common areas
- Clean up campsites... receive patches upon inspection

**Lions are not allowed to participate in BBs, per the Guide to Safe Scouting. Wrist rockets will be available for them during this time.*

WHAT TO EXPECT AT CHECK-IN

- **Check-in: 5:00-7:00pm** on Friday night at the arch between the parking lot and camp. If you arrive prior to 5:00pm on Friday you will be asked to wait outside the gate. The unit leader should check in their unit as a whole and will receive wristbands for all attendees, which are to be worn all weekend.
 - Each unit must have a **complete roster** of all attendees including cubs, parents, siblings, and leaders. The best way is to enter the names in [Black Plug](#) before the event, otherwise you must bring a complete list to turn in at check-in.
 - Each unit must have a BSA Annual Health and [Medical Record \(Parts A and B\)](#) for all attendees including cubs, parents, siblings, and leaders.
- **Leader's Meeting:** There will be a Leader's Meeting on **Friday at 9:00pm** at Eagle's Nest pavilion. One adult leader from each unit is required to attend. Light cracker barrel (chips and salsa) will be available.

VEHICLES

- You may drive your vehicle into camp to unload or drop off your unit's trailer. For everyone's safety, all vehicles must be out of camp and back in the parking area by 7:30pm on Friday. You will be able to drive back into camp on Sunday after closing ceremonies (~8:00am) to load your vehicle.
- Volunteers will direct you where to park in the parking area, please follow their directions and park very closely so we can fit as many cars as possible in the parking area.
- Consider carpooling where possible, parking is limited.

MEALS/FIRES

- If you signed up for the meal plan, you will receive a separate meal wristband which must be worn throughout the weekend. No food will be available from the camp if you do not have the meal plan.
- **If you did not sign up for the meal plan, please be prepared to bring/cook your own meals during the weekend.** No food will be available from the camp if you do not have the meal plan.
 - Fires are allowed in designated fire pits only, no ground fires. You are welcome to bring your own above ground fire pit if you would like.
- The Trading Post will be open for some snacks, the Roadkill Grill will not be open.

WHAT TO WEAR

- Activity uniform, Spook-O-Ree shirt, or Halloween t-shirt throughout the weekend.
- Field Uniform - Saturday opening flag ceremony and Sunday closing flag and interfaith service.
- Halloween costume Saturday night (there will be a costume contest for Cubs!)
 - Costumes must be Scout appropriate. Masks are allowed during Saturday's campfire and during Tent-or-Treating, but not while traveling. No weapons (swords, knives, guns, etc) of any kind are allowed, even fake ones.
- **Closed-toe shoes** must be worn all weekend (no flip-flops, slides, or crocs). The only exception is in showers. This includes all cubs, siblings, and adults.

HALLOWEEN FUN

- There will be **Tent-or-Treating** on Saturday night. Each unit is encouraged to decorate their campsite and hand out treats. We are expecting ~350 Cubs.
 - Trick-or-Treat bags will be made during the day, so Cubs do not need to bring one.
- **Costume contest** - awards will be given (Cubs only)! See above for what to wear.
- **Scare Trail** - Brorein's scare trail is notoriously scary! Seriously!!! For those who do not want to go down the scare trail, there will be a movie and Tent-or-Treating going on at the same time.
- **Campfire** - Each Pack should have at least one skit/song/story/run-on to perform. More than one per Pack may be allowed, depending on the number of Packs.
- **Pumpkin Carving Contest** - One pumpkin can be entered for every 15 registered Cubs attending per Pack. Maximum of 4 pumpkins per Pack. BYOP: Bring your own pumpkin and pumpkin carving tools (can be carved prior). Winners will earn first slots to go down the scare trail!

CAMPING

- You will receive your unit's campsite assignment when your unit leader arrives and checks in at camp, this information will not be available before the unit leader arrives.
 - All camping is tent camping, no cabins/adirondacks are at camp. Hammocks are allowed when hung properly, but are not allowed in pavilions.
 - Plan on putting tents in close proximity to each other, as our camp is at full capacity.
 - Per Youth Protection requirements, Cub Scouts can only share a tent with their OWN parent/legal guardian.

PACK LIST

- See attached for suggested pack list.

ACTIVITIES

Saturday Daytime Activities: Cubs will rotate through all activities.

- Archery
- Pumpkin Bowling
- Tarantula Toss
- BBs (*no Lions*)
- Face Painting
- Zombie Ball (Gaga)
- Wrist Rockets
- The Witch's Kitchen - Cub Scout Stew
- Ectoplasmic Factory (Slime making)
- Giant Obstacle Bounce House
- Tent-or-Treat Bag Decorating
- Freddy Kruger Origami Claws
- Not-so-scary Haunted House
- Eyeball in the Cauldron
- Witch's Hat Ring Toss

LEADERS and PARENTS

- All camp staff are volunteers. Due to the many activities we will be running throughout the weekend, we do not have the manpower to watch everyone while running an activity, especially our youth staff. We are asking for your help in keeping track of everyone from your unit, as well as help at the stations and activities, so our staff can run things in an efficient and fun manner for your cubs.

FIRST AID

- Minor situations should be handled at the Pack's campsite. If you have an emergency you can contact the camp Medic, whose information will be provided at check-in, or find the nearest staff member. In an emergency, call 911.

PATCHES

- All patches will be handed out after a Ranger, the Camp Director, or designee has inspected your assigned camping area. Inspections will begin after the Sunday morning flag ceremony and interfaith service. Please make sure all trash is removed, and your campsite looks better than how you found it. Leave No Trace!

TOBACCO/DRUGS/ALCOHOL/WEAPONS

- Smoking, vaping, e-cigarettes, dip, or any other tobacco products are only allowed at the far end of the parking lot, out of sight of campers.
- Alcohol, drugs, and weapons of any kind are not allowed in any part of camp at any time.
- Anyone violating these rules will be immediately asked to leave camp.

If you have any questions, please let me know. We can't wait to spook you soon!

Yours in Scouting,

Nicole 🧛 🍁

Nicole Hahn

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