

SCOUTING AMERICA • FLINT RIVER COUNCIL
CAMP THUNDER — GERALD I. LAWHORN SCOUTING BASE



SPOOK-O-REE 2026

Fun by Day • Fright by Night

LEADER'S GUIDE

Choose your weekend:

October 9-11 • October 16-18 • October 23-25, 2026

WELCOME

Scouts and Scouters,

Thank you for participating in the Flint River Council Spook-O-Ree! We are thrilled that you and your family will be joining us for a weekend of fall fun and friendly frights at Camp Thunder.

Spook-O-Ree is one of the best ways for Cub Scouts to experience the outdoors. Over a full weekend of camping, Scouts will enjoy archery, BB guns, canoeing, a hay ride, carnival games all across the midway, a scarecrow contest, a costume contest, and — after dark — our haunted trail. Each year we refine our program so both first-time and returning families have new, memorable experiences.

Our mission at Lawhorn Scouting Base is to give Cub Scouts opportunities to:

- Become comfortable and confident in the outdoors
- Learn, practice, and refresh Scouting skills
- Participate in outdoor camping and camp-wide activities
- Make new friends and have fun
- Prepare for the Arrow of Light and the transition to Scouts BSA

Our volunteer staff has worked hard to prepare a safe, fun, and engaging Spook-O-Ree. This event runs across three weekends — each unit selects one weekend to attend. Four program areas run on assigned time slots; everything else is self-guided, so your unit can move at your own pace and enjoy the weekend your way.

This event is entirely run by volunteers. If you'd like to help this year or in the future, please contact me at greg.joiner@scouting.org or the Flint River Council Office at 762-247-0900.

Thank you for your support. We look forward to sharing a fantastic Spook-O-Ree with you and your family. Welcome to Lawhorn Scouting Base — relax, have fun, and enjoy your stay!

Yours in Scouting,

Greg Joiner

Council Program Specialist

CONTACTS

- **Program Specialist / Event contact:** Greg Joiner — greg.joiner@scouting.org
- **Camp main (weekend):** 764-247-0900
- **Flint River Council Office (weekdays):** 770-227-4556
- **Mail payments:** Flint River Council, 1361 Zebulon Road, Griffin, GA 30224

EVENT OVERVIEW / PURPOSE

- **Dates (choose ONE weekend):** October 9–11, October 16–18, or October 23–25, 2026 (Friday–Sunday)
- **Theme:** Spook-O-Ree — “Fun by Day, Fright by Night” fall festival carnival
- **Location:** Lawhorn Scouting Base — Camp Thunder. Address: 506 Thundering Springs Road, Molena, GA 30258
- **Purpose:** Introduce Scouts to outdoor camping, skills, and teamwork; give Den leaders a chance to collaborate; provide a full carnival midway plus staffed program areas (archery, BB guns, canoes, hay ride), contests, and an after-dark haunted trail.

GOALS FOR ATTENDEES

1. Become comfortable at Lawhorn Scouting Base.
2. Learn / refresh Scouting skills.
3. Participate in family camping and camp-wide activities.

4. Enjoy the carnival midway, contests, and haunted trail.
5. HAVE FUN.

WHO MAY ATTEND

- Registered Cub Scouts and their families from any district / council.
- Siblings: free under age 5 (register for counts). Siblings may participate but let Scouts go first.
- Day-only attendees welcome on Saturday (check-in no later than 8:30 a.m. to avoid missing activities).

ACTIVITIES

Spook-O-Ree is built around a carnival midway that your unit explores at its own pace, plus four program areas that run on assigned time slots. There is no fixed rotation for the midway — come and go as your schedule allows.

Timed Program Areas — Assigned Slots

The four areas below run on assigned time slots for safety and flow. Your unit will receive its times approximately one week prior to arrival, sent via Black Pug communication email. Please watch your inbox and share these times with your families before you arrive.

Program Area	Your Assigned Time	Notes
Archery		Closed-toe shoes required; range staff instruction
BB Guns		Closed-toe shoes required; range staff instruction
Canoes		Life jackets provided and required at the waterfront
Hay Ride		Load at the designated pickup point a few minutes early

Watch for your Black Pug email

Assigned times for Archery, BB Guns, Canoes, and the Hay Ride are emailed to each unit about one week before your weekend through Black Pug. Write them into the table above, forward them to your families, and arrive a few minutes early — late arrivals may not be able to be rescheduled.

The Midway — Self-Guided Carnival Activities

Throughout the camp you'll find carnival-style activity areas that your unit can visit at your leisure, in any order. Each area offers different games and hands-on fun, such as:

- Bobbing for apples
- Ring toss
- Face painting
- Arts and crafts
- ...and much more — new games and surprises are added each weekend

Midway Concessions

Grab a snack while you wander the midway. Look for booths serving:

- Popcorn

- Cotton candy
- Candied apples
- Apple cider
- Hot chocolate

Don't forget to visit the Trading Post for Camp Thunder branded merchandise — shirts, hats, mugs, patches, and more.

Scarecrow Contest — Judging at 4:00 p.m.

- **Where & when:** Bring your unit's handmade scarecrow to Howard Lodge for judging by 4:00 p.m.
- **The rules are simple:** Build one out of materials you have on hand. Do not buy a scarecrow.
- **Who:** One entry per unit is encouraged — make it a den or pack project.

Costume Contest — 4:00 p.m. at Howard Lodge Field

- **Where & when:** If you would like to participate, be at the Howard Lodge field at 4:00 p.m.
- **Keep it Scouting appropriate:** Costumes must be appropriate for a Scouting audience of all ages.
- **No weapons, please:** No weapons or weapon props of any kind, including toy or costume weapons.

Haunted Trail — Begins at 8:00 p.m.

Fright by Night

The haunted trail opens at 8:00 p.m. and gets increasingly scarier as the night goes on. Families who prefer a milder experience should plan to walk the trail early in the evening. Leaders know their Scouts best — please use your judgment on which families walk the trail and when.

- The trail opens at 8:00 p.m. and runs through the evening.
- Scare level increases as the night goes on — earliest passes are the mildest.
- Stay with your unit or family group and follow all trail staff instructions.
- Bring a flashlight or headlamp for walking to and from the trail.

Please note: no closing campfire

Because of the time and staffing needed to run the haunted trail efficiently, there will be no closing campfire at Spook-O-Ree. Please plan your evening around the haunted trail and let your families know in advance.

Weekend Activity Planner

Use the planner below to map out your unit's weekend. Enter your assigned times for the four timed areas as soon as you receive your Black Pug email, then fill in when your unit plans to hit the midway, contests, and trail. (Left intentionally blank for your unit to complete.)

Activity	Time	Location	Notes
Archery			Assigned slot
BB Guns			Assigned slot
Canoes			Assigned slot
Hay Ride			Assigned slot
Midway — carnival games			Self-guided
Midway — concessions			Self-guided
Trading Post			Self-guided
Scarecrow Contest	By 4:00 p.m.	Howard Lodge	Handmade only
Costume Contest	4:00 p.m.	Howard Lodge field	No weapons
Haunted Trail	Opens 8:00 p.m.		Scarier later

REGISTRATION & PAYMENTS

- Register online ONLY at the Flint River Council registration portal (Black Pug). A Pack rep can register the entire pack, or families may register individually.
- **Registration site:** <https://scoutingevent.com/095-83237>
- When registering, select the weekend your unit will attend (Oct 9–11, Oct 16–18, or Oct 23–25).
- Camp beds registration will close TWO SUNDAYS before your check-in. After that, you may still register but must bring your own tent.

Fees:

- **Cub Scout youth:** \$30.00
- **Adults:** \$15.00
- **Siblings:** \$30.00 (ages 5+; free under age 5, still register for counts)

Optional add-on:

- **Saturday lunch:** \$5.00 per person — two hot dogs, chips, and water. Add this option for each person who wants it when you register.
- Payment methods: online at <https://scoutingevent.com/095-83237>, by phone (770-227-4556), or by mailed check (allow 2 weeks). Bring payment verification to check-in.

REFUND POLICY

- Final numbers due 1 month prior to your event weekend.
- Up to 1 month prior: 100% refund (products excluded).
- 30–21 days prior: 50% refund.

- No refunds after 21 days prior.

CAMP ASSIGNMENTS & CAMPSITES

- Camp Thunder: primarily 2-man tents; one 4-man tent at many sites. Many sites can handle family personal tents.
- Drive-in allowed for unloading only; move vehicles to parking afterwards. Keep roads clear for emergency access and sanitation trucks.
- Power outlets are limited and prioritized for medical needs (notify the Camp Director 2+ weeks prior if needed).

Choosing a Campsite & Logistics for Leaders

- Reserve with knowledge of how many people per family (adults, scouts, siblings, children under 4).
- Communicate campsite and arrival plans to all families in the Pack — Pack reps are responsible for forwarding maps and check-in details to families.
- Encourage units to travel together for easier arrival and check-in.

CHECK-IN / CHECK-OUT

- Campsite access: no earlier than 3:00 p.m. Friday; official check-in begins 5:00 p.m. Friday (check-in ends at 9:00 p.m.). If arriving early, unload then move vehicles to parking.
- Bring proof of registration / payment. One family member or Pack rep may check in for the group.
- Wristbands given at check-in — must be worn.
- Check-out by 11:00 a.m. Sunday. Remove trash to dumpsters, prop mattress, leave tent fly open. No formal check-out required.

PROGRAM & SCHEDULE NOTES (LEADERS)

- Mandatory parent / leader meeting Friday night at the main administrative area (Howard Lodge). Patches will be distributed there; one representative per unit should attend.
- Archery, BB guns, canoes, and the hay ride run on assigned time slots emailed to your unit about one week prior via Black Pug. All midway activities are self-guided.
- Scarecrow contest judging at Howard Lodge by 4:00 p.m.; costume contest at Howard Lodge field at 4:00 p.m.
- Haunted trail opens at 8:00 p.m. and gets progressively scarier through the evening.
- There is NO closing campfire this year due to the time and staffing required to run the haunted trail.
- Trading post open Saturday 8:30 a.m. – 9:30 p.m. — Camp Thunder branded merchandise available.
- Some event materials, candy, or Halloween-themed items may be distributed — plan for allergy concerns (bring safe alternatives).
- Awarding rank achievements remains the Pack's responsibility.

SAFETY, HEALTH, AND YOUTH PROTECTION (LEADERS)

- All leaders / volunteers 18+ must have current Safeguarding Youth Training (within 2 years) — www.myscouting.org.
- Two-deep leadership required at all times when camping (one 21+ trained leader and another 18+ adult).
- Medical forms: ALL attendees must have the BSA Annual Health and Medical Record. For Spook-O-Ree, Parts A & B are required. Packs should collect and keep forms with the Pack rep. No medical form = Scout cannot stay.
- Medication procedures: all meds in original containers; list all meds on Part A; meds must be turned in to the Pack Medical Officer or handled by parents with secure storage between doses.

- First aid: Pack-level basic first aid kit required in campsite. Report any serious medical needs to Spook-O-Ree Staff Advisor.
- Buddy system required — leaders must track Scout locations, especially after dark on the haunted trail.
- Shoes: closed-toe shoes (sneakers / boots) required at all times except at waterfront / showers (pool shoes allowed only there).
- Fatigue: enforce rest and quiet; leaders are responsible for Scouts.

CAMP RULES & CONDUCT (LEADERS)

- Quiet hours: 10:00 p.m. – 6:00 a.m.
- Visitors must register at Howard Lodge and receive visitor wristbands.
- No personal firearms, fireworks, or illegal drugs. No costume weapons or weapon props. Tobacco use is prohibited in buildings and program areas (includes vaping). Violators removed.
- Pets not allowed (service animals exempt).
- No open flames in tents — national policy. Adult liquid fuel allowed with secure storage (per BSA).
- Fires only in designated rings and with ranger approval; supervise and fully extinguish before leaving or sleeping.
- Leave No Trace: do not cut live vegetation; use fallen wood only. Units responsible for their trash (bring heavy-duty bags).

FOOD & DINING (LEADERS)

- Packs bring and prepare their own meals (dinner Friday; 3 meals Saturday; breakfast Sunday). Midway concessions are snacks, not meal replacements.
- **Optional Saturday lunch:** for \$5.00 per person you may purchase a lunch of two hot dogs, chips, and water instead of preparing Saturday lunch in your campsite. This must be selected during registration — please collect your unit's count before you register.
- Bring dining fly / pop-up shelter and tables if needed. Do not store food in tents; secure food from wildlife.
- Water: potable water near campsites; each participant should carry a water bottle. Unit should provide a water cooler for the site.

FACILITIES & CAMP SERVICES

- Flush toilets and showers available; respect cleanliness and do not use bathhouse sinks for dishwashing.
- Limited power in some campsites (for medical needs only).
- Lost & found kept at administration; unclaimed items donated after 30 days.
- Limited firewood on site; units encouraged to bring wood / charcoal.

EMERGENCY PROCEDURES (LEADERS)

- **Fire:** report immediately to staff; office will contact ranger / fire dept. Three short siren blasts = return to campsite, head count, await instructions. All-clear signaled by metal clanging.
- **Missing person:** notify check-in location immediately; Camp Director alerted; staff search and runners sent to check tents and public areas. If unresolved, siren with 3 short blasts will sound for head counts; local authorities notified if needed.
- **Imminent bad weather:** one long siren blast = seek immediate shelter in hardened buildings (dining hall, block shower houses) or low shelter; wait for all-clear before resuming activities.
- Leaders must have family emergency contact lists and be prepared to account for all scouts quickly.

TOP 10 CAMP ISSUES — COMMUNICATE TO FAMILIES

1. Know Pack number and leaders' names.
2. Proper shoes (no Crocs or sandals).
3. Bring a water bottle for each person.
4. Bring extra dry socks.
5. Bring foul-weather gear (poncho / rain jacket).
6. Check the essentials packing list (see next section).
7. Mark personal items.
8. Pack minimally — unnecessary items complicate camp life.
9. Know assigned campsite info.
10. Bring Scout spirit and smiles.

PACKING CHECKLIST FOR FAMILIES (LEADERS DISTRIBUTE)

- BSA Annual Health & Medical Record (Parts A & B) for each person
- Proof of registration / payment
- Tent, sleeping bags, mattresses / pads, pillows
- Closed-toe shoes (sneakers / boots) + shower shoes
- Socks (extra), underwear, pajamas
- Jacket, rain gear, hat
- Water bottle / canteen (clearly labeled)
- Personal toiletries (toothbrush, towel)
- Pack first-aid kit & any medications in original containers with instructions
- Flashlight / headlamp with spare batteries (needed for the haunted trail after dark)
- Dining gear, cooler, utensils, cooking stove (obey liquid-fuel rules), trash bags
- Sunscreen, insect repellent
- Appropriate Pack clothing (Class B / Pack shirt)
- Costume for the costume contest — Scouting appropriate, no weapons
- Materials for your unit's handmade scarecrow (build from what you have on hand)
- Money for the trading post and midway concessions
- Any allergy-safe treats (if needed)

LEADER-SPECIFIC ITEMS

- Roster with emergency contact numbers
- Copies of medical forms and medication logs
- Unit water cooler and extra water
- Pack first aid kit and emergency plan
- Extension cord (100 ft recommended if medical power needed and prearranged)
- Trash bags, tools to secure food
- Fireguard plan if using cookfires (if allowed)
- Your unit's assigned archery, BB gun, canoe, and hay ride times (from the Black Pug email, ~1 week prior)
- Your unit's completed scarecrow, delivered to Howard Lodge by 4:00 p.m.

PROGRAM EXTRAS & LEADER OPPORTUNITIES

- **Halloween theme:** consider costumes, campsite decorations, and themed spirit for “Fun by Day, Fright by Night.” Coordinate at the leader meeting.

- **Contests:** the scarecrow and costume contests both happen at 4:00 p.m. — plan your afternoon so your unit can take part in both.
- **Volunteers:** staff is all-volunteer — leaders interested in helping future events should email Greg.

NOTES FOR LEADERS WHEN COMMUNICATING WITH FAMILIES

- Emphasize deadlines (registration bed cutoff two Sundays before check-in).
- Ask families early whether they want the optional \$5.00 Saturday lunch (two hot dogs, chips, and water) — it must be selected at registration.
- Watch for the Black Pug email about one week before your weekend with your unit's assigned archery, BB gun, canoe, and hay ride times — forward it to families.
- Let families know the haunted trail opens at 8:00 p.m. and gets scarier as the night goes on, so they can decide what's right for their Scout.
- Tell families in advance there is no closing campfire this year.
- Share costume rules early: Scouting appropriate, no weapons.
- Remind families that check-in staff will provide wristbands at the leader / parent meeting Friday night.
- Share directions, campsite number, arrival window, and contact phone numbers before arrival.
- Reinforce Youth Protection and two-deep leadership policy.

APPENDIX — QUICK REFERENCE (LEADERS)

- **Event weekends:** October 9–11, October 16–18, and October 23–25, 2026 (choose one)
- **Camp address:** Camp Thunder, 506 Thundering Springs Road, Molena, GA 30258
- **Weekend phone:** 764-247-0900
- **Council office:** 770-227-4556
- **Email:** greg.joiner@scouting.org
- **Registration site:** <https://scoutingevent.com/095-83237> (Black Pug)
- **Fees:** Cub Scout youth \$30.00 • Adults \$15.00 • Siblings \$30.00
- **Optional lunch:** \$5.00 — two hot dogs, chips, and water (select at registration)
- **Timed areas:** Archery, BB Guns, Canoes, Hay Ride — assigned slots emailed ~1 week prior via Black Pug
- **Self-guided:** carnival midway games, concessions, trading post
- **Scarecrow contest:** handmade only — Howard Lodge by 4:00 p.m.
- **Costume contest:** Howard Lodge field at 4:00 p.m. — Scouting appropriate, no weapons
- **Haunted trail:** opens 8:00 p.m., increasingly scarier — NO closing campfire
- **Check-in:** 5:00 p.m.–9:00 p.m. Friday (arrival allowed after 3:00 p.m.)
- **Check-out:** by 11:00 a.m. Sunday