2026 Haunted Woods

Unit Leader's Planning Guide

Lincoln Heritage Council

Scouting America

(Sponsored by Lincoln Trail and Seneca Districts)



CAMP CROOKED CREEK

950 TERRY DRIVE

SHEPHERDSVILLE, KENTUCKY 40165

"Camp is what the child looks forward to in Scouting." -Baden Powell

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Registration and Contact Info:

Register online at the LHC Scouting Event (by BlackPug) website by entering the below URL or clicking on either hyperlink:

https://scoutingevent.com/205-HauntedWoods#

If you have trouble registering online, or have any other questions, please contact the event chair, **Jason Seery**, event co-chair, **Andrea Seery**, or the Council.

Jason Seery
706-627-8512
jasonseery@hotmail.com

Andrea Seery
706-495-4477
andrea.seery@gmail.com

(Please text before calling, unless it is an emergency, or you call may go to an answering service)

Staff Advisor
Sarah Rathburn
Sara.rathburn@scouting.org

Schedule of Events

Friday, October 23, 2026

5:00 pm - 9:00 pm	Check-in and camp set-up	Admin Building
9:00 pm - 9:45 pm	Cubmaster meeting	Admin Building
10:30 pm - 11:00 pm	Lights out (be in tents or cabins, in sleeping bags, relaxing)	
11:00 pm	Quiet Time (no more talking, go to sleep)	

Saturday, October 24, 2026

7:30 am - 12:00 am	Late check-in	Admin Building
8:30 am - 8:45 am	Flag Raising Ceremony	Lower Parade Field
9:00 am - 12:00 pm	Morning Activities	Program Areas
12:00 pm - 1:00 pm	Lunch with Pack	Campsites
1:00 pm - 4:00 pm	Afternoon Activities	Program Areas
4:00 pm- 7:30 pm	Free time/Dinner	Campsites
7:30 pm - 10:30 pm	Campfire/Cracker Barrel/Movie	Dining Hall
10:30 pm - 11:00 pm	Lights out (be in tents or cabins, in sleeping bags, relaxing)	
11:00 pm	Quiet Time (no more talking, go to sleep)	

Sunday, October 25, 2026

9:00 - 10:45 am	Check-out with Camp Master (fire pits must be cold to the touch)
11:00 am	Campsites cleared
11:00 am - finish	Staff walkthrough/final clean up

Arrival & Check-In

Friday October 23rd Arrival & Check-In

Units may start arriving on Friday, October 23rd after 5:00 PM. Check-in at the Administration Building upon arrival. Scouts whose units are not camping but would still like to camp can do so. They will be assigned a site with a different unit. If you have a preference, please indicate during registration. All units will be on a site with another unit due to camp size and participation. Units will be allowed to park at the campsites as long as the vehicles are off the road.

Saturday October 24th Arrival & Check-In

Check-in at the Administration Building on Saturday, October 24th, start at 7:30 AM. Vehicles will be permitted to enter the camping area on Saturday morning until 8:30 AM. All vehicles need to be parked by 8:45 am to ensure the safety of scouts prior to programing starting.

Event Activities

We will have BB , Archery, and Slingshot ranges; Facepainting, Pumpkin Painting, and Arts and Crafts to design; Inflatable Entertainment and an Obstacle Course; Scout Skills Learning Stations including First Aid, Fire Starting, Knots, and Lashings with a Rope Bridge to walk across; a Gaming Area, Team Building Challenge, and multiple age appropriate STEM stations; Lake Fishing, Backyard Magnet Fishing, and Hiking. A branding station for cups, hats, etc. And best of all, there will be various tricks, treats, and toys at each station.

The area OA Chapter members are hosting a very special Haunted Village that all Scouts can walk through to do Trick or Treating.

Throughout the day we will also have fun during the Costume Pageant, competing at the Best Unit Scarecrow Contest, identifying all items on the Scavenger Hunt (Scouts can find items by attending the event stations), and have a chance to win the Candy Corn Guessing Game at check-in. More details will be provided at the Cubmasters meeting

In the evening, we will have a “spooky” campfire, with “scary” Crackle Barrel snacks, a “haunted” trail for those that dare take the walk, and age-appropriate Halloween movies for Cub Scouts and for Scouts.

Additional Notes:

-All Scouts and Adult Leaders are encouraged to wear appropriate themed costumes on the 24th to help increase the level of fun and support the weekend’s theme. We will have a costume pageant (specific time and location are TBD at this time) where each Cub Scout, Scout, Venturer, Sea Scout, Arrowman, Explorer, Adult Leader, or parent can display their outfit while the participants cheer for them.

-Each unit is strongly encouraged to create a custom Pack, Troop, Crew, Ship, Chapter, or Lodge “Hero or Villain Scarecrow” that will compete for the Best Unit Scarecrow award.

-At check-in, units will be given information about the Scavenger Hunt rules.

-Additionally, there will be a chance to look into the head of Dr Crazy Candy Corn to see what he used to develop this year’s events, while also taking a guess at how many Candy Corns he has between his ears. The Scout that guesses the closest will win a prize at the evening movie.

-Maps with activity locations will be handed out at the Cubmaster meeting Friday night and again at check-in on Saturday morning.

-Contact Dr or Ms Seery, see contact info on page #2, with any questions you may have.

INSERT MAP WITH EVENT LOCATIONS HERE

Fee / Refund Policy:

Fee Schedule: All fees should be paid based on the following information:

Fees for CCC Haunted Woods:

$20.00 per Scout/Youth camping during the event
$15.00 per Scout/Youth only participating on Saturday
$10.00 per Adults participating only on Saturday or camping during the event
$5.00 per Youth or Adult Staff Volunteer

Walk-In Registration can be done on Friday or Saturday in Administration Building

Refunds: A refund will be made to an individual or group that cancels program attendance/ registration, less a 15% administrative charge as long as a written request is made at least 30 days prior to a council or district program/activity.

No refunds will be given to an individual or group that cancels program attendance/registration within 30 days of a scheduled council or district program/activity. Exceptions for medical situations or family emergencies can be made but must be submitted in writing within 7 days after the program/activity.

Fees are transferable to other Scouts but not refundable. All requests for refunds must be submitted in writing with a copy of the receipt or cancelled check.

SUGGESTED PACKING LIST
(USE YOUR OWN DISCRETION)

Potential Cub Scout Packing List

- Daypack or book bag
- Cub Scout handbook
- Notebook and pencil
- Sunscreen
- Bandana or handkerchief
- Water bottle or canteen
- Drinking cup
- Spending money in small bills
- Pocket knife and "Whittling Chip" card
- Scout uniform
- Shorts/pants and extra T-shirts
- Pajamas or something else to sleep in
- Shoes or boots/socks
- Sleeping bag or sheets/blankets
- Sleeping pad
- Small pillow
- Soap and shampoo
- Toothbrush and paste
- Bath towel and washcloth
- Flashlight or headlamp
- Rain gear
- Hat
- Fishing gear [if desired]
- **OF NOTE…LICENSE IS REQUIRED FOR ANYONE FISHING 16 AND OLDER!!!**

Potential Pack Packing List

- Copies of Medical Forms A and B
- Battery Powered Alarm clock
- First Aid Kit (for minor injuries)
- Trash bags
- Parent's Emergency Phone Numbers
- Camera
- Lantern (Propane or battery preferred)
- Lawn Chairs
- Sharpie Marker
- Hand sanitizer
- Snacks kept in a cooler or dry box
- Skit Ideas for Closing Camp Fire

Camp Crooked Creek isn't responsible for lost or stolen items.

If you lose an item, please check with the lost and found in the Administration Building

Camping Policy

For this event, each unit will operate within their campsite independent of Event Staff.
Each unit will be responsible for all meals, basic first aid, and cleanliness of respective sites. On Sunday, check-out will be conducted following the direction of the Camp Master for the weekend.

PACK LEADERSHIP

All units are required to have at least two adult leaders on camp at all times. Those units that are unable to meet this requirement should consult with other packs or troops coming to the event and camp together. All adults must be registered members of Scouting America and must meet the qualifications for the leadership positions in which they serve.

The unit leader must be at least 21 years of age. Any additional leader must be at least 18 years of age. All Adults must be registered, even if they are a parent of a Scout. If you have a girl troop, you must have at least one female adult leader.

All adults at camp must have Safeguarding Youth Training. Visit My.Scouting.org for the online course. Leaders may rotate when necessary; however, in the best interest of the Scouts, we recommend having consistent leadership throughout your unit's stay at camp.

Unit leaders must have their unit members Part A and B of their medical forms. Per Scouting America policy:

> "All participants in all Scouting activities must complete Part A and Part B. Give the completed forms to their your unit leader. This applies to all activities, day camps, local tours, and weekend camping trips less than 72 hours."
>
> **Part A** is an informed consent, release agreement, and authorization that needs to be signed by every participant (or a parent and/or legal guardian for all youth under 18).
>
> **Part B** is general information and a health history.

TRADING POST

The Trading Post is located across the parking lot from the Administration Building going down the Boardwalk. Scout supplies, snacks, camp T-shirts, and other camp souvenirs will be available throughout the entire weekend.

Camp Crooked Creek Policies and Procedures:

Everyone participating in this event will be expected to follow Scouting America National Guidelines as outlined in the Guide to Safe Scouting.

The Law is the Rule: Everyone is expected to abide by their appropriate Scout Law, Oath, Slogan, Mottos, and Code.

Buddy System: Everyone will use the Buddy System. Pairs for Safety. Adults should be notified before Scouts leave their campsites.

Camp Security: All visitors to the camp must stop at the camp office and Check-In. A sign-in book for this will be maintained and positive identification is required. A visitor name tag will be given. Upon conclusion of their visit, guests will sign out so that camp administration will know who is on camp property at all times.

Alcoholic Beverages: Beverages containing alcohol are prohibited at this event per Scouting America policy. Possession or use will result in immediate dismissal from camp.

Smoking: An important way adult leaders can model healthy living is by following the Scouting America policies on alcohol, tobacco, and drugs. Leaders should support the attitude that they, as well as youths, are better off without tobacco in any form and may not allow the use of tobacco products at any Scouting America activity involving youth participants. This includes the use of electronic cigarettes, personal vaporizers, or electronic nicotine delivery systems that simulate tobacco smoking.

All Scouting functions, meetings, and activities should be conducted on a smoke-free basis, with smoking areas located away from all participants.

As outlined in the Scouter Code of Conduct, Scouting activities are not a place to possess, distribute, transport, consume, or use any of the following items prohibited by law or in violation of any Scouting rules, regulations, and policies: alcoholic beverages or controlled substances, including marijuana.

In addition, the Code of Conduct specifies that if you are taking prescription medications with the potential of impairing any functioning or judgment, you will not engage in activities that would put Scouts at risk, including driving or operating equipment.

Vehicles: The health and safety committee along with the camping committee has established a written policy and procedure of vehicles in camp. Unload and set up camp as quickly as possible. You may park at your campsite as long as you are off the roads. The roads must remain clear for emergency vehicles and event activities.

- NO vehicles will be allowed to remain in campsites without pre-approval from camp administration.
- 3 MPH (Walking speed) speed limit.
- One person per seatbelt and they must be worn. No riding in truck beds. No RVs, ATVs, golf carts, or generators. Only Staff carts are permitted.

Parking: Park in designated parking areas only. Unit leaders need to help enforce this policy. We need to help preserve Camp.

- First, we will fill up the parking lot by the administration building
- Next, we will then fill up the parking area down by the cabins
- Once those areas are full, we will then start parking at the LDC (Leadership Development Center) parking lot followed by Cub World next.

You will be allowed to drop people off at the Administration Building. The driver will then park where we will have a shuttle van to transport the driver back down to the admin area. Please be patient with this process. We are expecting lots of people and vehicles for this event.

Uniforms: We ask that all Scouts be in their official Scout field uniform, activity uniform (T-shirt), or costumes for the duration of the weekend. Costumes should be Scout and kid friendly.

Stoves and Lanterns: Follow Scouting America regulations according to fuels. Keep open flames out of and away from tents

Camp: Follow Scouting America guidelines for camping.

- Walk, do not run, within your campsite.
- Remember tent stakes and tie downs.
- Closed toed shoes must be worn at all times.
- Stay out of the lake
- No pets or bikes.
- Fish may be taken with a hook and line only.
- Do not ditch or trench your tent.
- Leave no Trace.
- Trash your trash. It should be removed from all campsites.

Campsites: Do not cut down trees. Bring your own firewood, charcoal, or collect dead wood from the downed trees. No pit or trench fires. Use the fire rings provided. Never leave a campfire unattended, especially when going to bed. All campfires should be extinguished according to Scouting America guidelines. Please make sure before leaving on Sunday that your campsite is completely cleaned up and all campfires are entirely extinguished…"cold when you touch it".

Knives, Hatchets, Axes, Chainsaws or Firearms: No firearms are permitted at Camp. No chainsaws are permitted. No fixed blade, sheath or survival knives are permitted. Folding and pocketknives are permitted by those Scouts that have earned their Whittling Chip or Toten Chip. Axes and Bow Saws are only permitted in axe yards of Scout Troops or Venture Crews.

Rocks and Sticks: Although tempting, rocks must not be thrown or kicked, and sticks may not be swung. Injury and damage to property can result from this action. Such actions will result in your being asked to leave the campout immediately.

First Aid: The Health Officer will be on site during the activity. Medical Emergencies should be directed through them. Units are responsible for bringing and managing all medical forms (A and B). In case of emergency notify the Camp Ranger and/or Camp Master on site.

If anyone in your unit has medical limitations/food allergies that could affect their ability to camp and participate in the activities, please contact the event organizers ASAP.

Trash: Your trash must be taken to a dumpster. No trash should remain at the campsites overnight; there are skunks and raccoons that will visit your unit if this is not done.

Cleanup: When your unit is ready to leave camp, we ask that you please clean up your area and leave it the same or better than you found it. Please take everything with you. Trash can be dropped in the dumpster as you leave camp.

Meals: Units/individuals will be responsible for all meals of the event. Official event staff volunteers will have Saturday lunch and dinner meals provided in the dining hall.

Camp Emergencies: With the exception of the weather emergency, all campers are to report immediately to their campsites upon hearing an emergency signal. In case of a weather emergency, campers should seek protective shelter. Once the weather emergency has passed, campers should report to their campsites. Campers should remain in the campsites until the "All Clear" signal has been given. Leaders should review these procedures with their campers.

The following emergency signals will be used:

- Fire Alarm: Sound the siren (two long blasts).
- Weather Emergency: Sound the siren (one long blast).
- All Clear: Sound the siren (four long blasts).