

Kennebec Valley District Fall Spook-o-ree



Camp Bomazeen October 16-18, 2026

“DEEP IN THE HALLOWS”

656 Horse Point Rd,

Belgrade, ME 04917

REGISTRATION INSTRUCTIONS:

There is a Registration Sheet and a Patrol Unit Roster sheet. You will need to fill out both.

The registration sheet is for your registration. This form is sent in advance of the event.
The Patrol Unit Roster is required at the time you arrive at the event.

See Page 15 and 17

Cost and how to pay.

Registration is \$15 a head total(\$10+\$5).
HOWEVER.....please read below.

We are breaking out the Registration fee and the Patch fee.

PAYING YOUR REGISTRATION

Your Registration fee is \$10 a head to attend. This can be paid through Black Pug, Check or in cash at the time of arrival at the event. Checks are made out to Julie McKenney.

PAYING YOUR PATCH FEE

Your Patch fee will be separate. This will be \$5 a head in cash or check at the event. You can also pay your patch fee in cash, or check at the time of the event or online via Paypal to circleofone555@hotmail.com Please make sure to select "Friends and Family" so Chris does not get charged a service fee. If you neglect to do this you will be forwarded a bill for the service fee before you get your patches. Checks made out to Chris Bernier.

DAY VISITORS

Day visitors are \$5 a head.

EXTRA PATCHES

Extra Patches are \$5 each.

We apologize for not getting this leaders guide out to you quicker. As a result we are not going to have an early bird/not early bird fee.

Instructions are on the registration form on page 11.

Camporee Rules.

1. Two deep leadership is required for all units. Contact us if you are having trouble meeting this guideline.
2. Fires should be "low impact" in nature. Fire pits shall be either metal fire pits provided in the campsite you have or if you have a site without a fire pit, you must provide your own above ground metal enclosure for your campfire. No burning pressure treated wood or woods held together with glues. Campfires may not be left unattended. You must have the equivalent of 10 gallons of water near your fire pit for emergencies. (Two 5 gallon buckets will do)
3. Do not cut any LIVE trees or bushes UNLESS you are in a program area which is doing a conservation project and you have permission of the Staff in charge of that station. You have permission to use any dead wood you can find in or near your campsite for firewood.
4. Drinking water and wash water access will be available at most sites and buildings as long as it doesn't drop in temperature causing pipes to freeze. All units must be prepared and bring your own washing and drinking water containers. Water to put out your fires may be gathered at the lake.
5. All Units are asked to register in advance but may register at the event for an increase of \$2 per person.
6. Latrines are located throughout the camp. Please be respectful of the property of the camp and help keep them clean.
7. All must practice the "Patrol Method" and live up to the Scout Oath and Law. This goes for leaders as well. Remember the Judging staff will be watching all at all times.
8. We will have a med officer on staff. All medical needs should go through the med officer.
9. Class A or B uniforms or theme related costume at all times while on the program trails. You are being judged for your skills and appearance as a Scout. Class A uniforms or theme related costumes are required for Opening. Class A Uniform is required for Closing Ceremonies. Class A and B uniforms will be acceptable for all other locations through camp if not participating in the theme.
10. Remember to use the Buddy System.
11. Smile and have fun. =o)
12. While there will be a variety of ages, be mindful of choices.

Registration and site reservation

First register first serve.

All Scout units must provide a filled out registration form. Please note that site reservations will be based on when you register. You may request a specific site but we do not promise you will get that site. Sites based on registration times and group sizes.

Check-in Procedures

- * Friday Night: Upon arrival at the camporee, please report to the registration HQ with the following information at McCurdy.
- * Complete Unit Roster
- * All participants (including dependents) must have a BSA med form with Part A and B.
- * Parental Consent or Permission slip forms for each Scout

Check-out Procedures

Check out on Sunday morning is completed through the camporee director, unless other arrangements have been made with the camporee director.

Units can only leave after your campsite has been inspected for cleanliness and "Leave No Trace" by a staff member. Units, please leave your campsites better than you found them.

Once a staffer has approved your site, the SPL or SM may stop by the registration tent to pick up outgoing paperwork and participation patches, if available by then.

Extra patches may be purchased after the event or specified in your registration form before the camporee.

Parking and Traffic

Troops may go to site and drop off gear. All vehicles shall be parked in the parking lot across from the gravel pit following unloading of gear.

Troop trailers may be unhitched and remain in campsites.

NO VEHICLES may be left in the campsite unless you have a parking permit and special permission from the Camporee Director. Special permission is for medical/handicap needs only.

As part of each Troops registration

Every troop shall provide one station. No exceptions. This is part of your registration fee. The station theme/idea/subject shall be reported to the Camporee Director via email or on the registration form before coming to camp. This way we do not end up with 20 first aid stations. Furthermore we shall provide a sign at your campsite with your troop number and your station name. This will also allow us to create a map and a list of stations prior to camporee.

Station Ideas. Pioneering, First Aid, Orienteering, basic scout skills, merit badge themed station

just to name a few.

These activities must have a basic level (for cubbies) and a more difficult version (for troop scouts).

Camporee stations provided by staff

Camporee staff provided stations shall be but not limited

- * Archery
- * BB Guns for Cubbies in the Morning – 2pm session. Rifle shooting 2pm til done session.
- * Tomahawk throwing
- * One or two self driven stations. Meaning there will be nobody there to run the station rather there will be a set of directions and the youth will have to figure it out for themselves.
- * Double Blind Patch Trading at HQ.

MEDICAL and Medications.

1. Shall be held by the primary leader in their own troop lock boxes.
2. Leaders are responsible for administering medications to the youth of your units.
3. All medications shall be in the original prescription bottles.
4. Exceptions shall be EpiPens and rescue inhalers. These may be carried by youth

Cracker Barrel

Cracker Barrel will be held Friday night at 9:00 pm at the Registration area. A Senior Patrol Leader and Scoutmaster must attend to discuss the schedule of events and answer last minute questions and/or changes of program and times. Please bring a food item to share with everyone.

Theme this year: “Deep in the Hallows”

Cub Scout Packs

We are encouraging Cub Scout Packs to attend for the Day on Saturday. Cub Scout Packs wishing to stay over the weekend may do so only if accompanied with a fully trained BALOO leader is present. Cub Packs will assigned a campsite upon registration. All Cubs are encouraged to dress up in your favorite Halloween costume.

WEBELOS AND ARROW OF LIGHTS

We are encouraging each unit to invite your WEBELOS and ARROW OF LIGHTS to participate as well. WEBELOS and AOLs may camp over the weekend with their Cub Scout Pack if their Cub Scout pack is staying the weekend. Or if your communities Troop is staying at the camporee we are encouraging each Troop to host invite and host it's Webelos or AOLs

All Webelos and AOLs are encouraged to dress up in your favorite Halloween costume.

TROOP SCOUTS

We are encouraging each unit to host your WEBELOS and ARROW OF LIGHTS. Troop Scouts will be assign campsites based on registration time first and unit size second. Troop Scout activities will be starting at 2pm.

All Troop Scouts and Leaders are encouraged to dress up in your favorite Halloween costume.

SCHEDULE

Friday:
4:00pm-9:00pm Arrival and set up Campsite.
9:00pm-10:00pm Cracker barrel
10:00pm Lights out

Saturday:
6:30AM REVEILLE
6:30AM-8:00AM Breakfast and Clean up
8:00AM-8:30AM Opening
8:30AM-9:00AM Free
9:00AM-Noon Morning Activities Cubs
Noon-1:00PM LUNCH
1:00PM-2:00PM Afternoon Activities Cubs
1:00PM-5:00PM Afternoon Activities Troops
5:00PM-7:00PM Dinner and Clean Up.
6:15PM-6:30PM Witches Brew Stew Competitions
Due at HQ For submission
7:00PM-8:00pm OPEN
8:00PM-8:15PM Costume Judging at HQ.
8:00PM-11:00PM Deep in the Hallows Trick Or Treat.

Saturday:
6:30AM REVEILLE
6:30AM-8:00AM Breakfast and Clean Up.
8:00AM-8:30AM Scouts Own at the Waterfront.
8:30AM-Til Complete Closing Ceremony.
AFTER CLOSING Check out. Inspection of your site by Staff. Pick up exit packet at HQ. See you next time.

THE FLOW of the camporee

Activities for Youth.

During the day we are asking the Troops and older scouts to provide an activity for all ages to participate in. This will be more focused towards our incoming Cub Scouts. This will be kind of like the old Haunted Woods for cub scouts. While Scouts can attend, I ask they rotate with their unit to allow folks to have a chance, if they choose, to check out the other activities. This will provide a positive experience for the Cubs and hopefully encourage them to crossover into Troop Scouting.

At 2pm, Cubby Haunted Woods activities will be winding down. This will give those Scouts a chance to go to the shooting ranges and participate until 5:00pm. Of course, if they would rather help break down activities, I would greatly appreciate it.

7pm-8pm Will be a free period.

Deep in the Hallows Trick or Treat Patrol Rotations

8:00pm to 11:00pm. Deep in the Hallows Trick or Treat Patrol Rotations – Every participating Troop must host a patrol activity.

Each Patrol will rotate through each of the Campsites. At each activity you will get a score. Patrol with the highest score gets something cool at closing on Sunday morning.

Patrols with Scout spirit traditionally score higher.

This event is a B.Y.O.H.C. Or Bring your own Halloween costume. Scout leaders are also encouraged to bring a Halloween costume

****Special events****

Specialty Events Adults and Youth (Optional) - see the rules!

- * Halloween Costume Contest
- * Witches Brew Stew competition

Specialty Events Youth (Optional)

- * Gateway competition. (Page 6 for rules)

*** Halloween Costume Contest**

Judging will be at HQ at 8:00pm SHARP. Should not take more than 15 minutes.

All Scouts who wish to have their costumes judged need to fill their Scoutmaster fill out the COSTUME form on Page 19 and bring it with them to judging.

All scouts are encouraged to come dressed for the theme. Please keep the following in mind.

- Is my costume flammable? Some factory made plastic and nylon costumes can be highly flammable. Please be cautious near open fires.

- Is my costume restrictive? Can I participate in events without issues? -

Have fun with your costume. Be creative!

- Your costume must be Scout appropriate. Scoutmasters have final say on Scout appropriateness.

- Costumes will be judged at H.Q. at any time during the open program day. There will be youth and adult divisions.

- Absolutely no costume shaming. Scouts are Kind and Cheerful. Please encourage one another.

* Gateway competition.



- All Gateways must be assembled prior to the Opening ceremony as judging will take place during program time.
- All gateways cross members or anything hanging from a cross member must be no lower than 6 feet. This way an average sized person can walk through your gateway without hitting their heads on the cross member or whatever is hung from it.
- All gateways do not need to have. It must have at least 1 carved jack-o-lantern incorporated into the gateway. We recommend one per youth for the fun of it.

* Witches Brew Stew competition Rules

Open to any patrol or leader group.

They ate a lot of Stew back in olden days.

Can your patrol come up with the best tasting, most unique and utterly irresistible Witches Brew Stew recipe out there?



- * Stew must be cooked in one pot — In a Dutch oven or a pot. You may cook on a camp stove or over open fire.
- * Your recipe must have:
 - A meat: You may use beef, pork, chicken, rabbit, moose, deer or any combination
 - A starch: Potatoes, rice, beans, noodles, and/or any combination.
 - At least two fresh vegetables.
 - Extras — Add your own spices, sauce and other ingredients to make your recipe unique.
 - Extras — Serve with bread, rolls or dumplings.
 - All ingredients must be edible ingredients.
- * Attention Adult Leaders Cook-off. We're also opening the contest to adult leaders as well. They will have their own contest judged separately from the youth. Same rules and guidelines. One adult entry per Troop.

GUIDELINES:

1. Judging Criteria is to emphasize how easy the recipe should be and how great it tastes. Texture, appearance and presentation (presentations can be entertaining) all count as well.
2. Troops are to bring their entries wrapped in foil (to keep warm) to HQ by 6:30 PM for judging. Individual servings for three. All dishes need to be labeled with the entry form below. Entries will not be accepted without a list of ingredients.
3. This should be a dinner for the patrol and not just made for the contest. Proper sanitation and food preparation must be followed.
4. Top 3 patrols will receive prizes at closing.

CUT FROM PAGE AND SUBMIT WITH YOUR ENTRY**Dessert Competition Entry Sheet**

UNIT NUMBER _____ NAME OF DISH _____

List of ingredients below and on the back if needed.

Bomazeen Camporee Trick Or Treat Station Activities



* Starting at 8:00pm. Optional to all youth. The Trick or Treat will be through all Troop Campsites, HQ and possibly other station areas. Staff will have a map prepped. All trick or treaters **MUST** go as a patrol. No Scouts should go alone or buddy pairs unless unit did not attend. All Scouts **Must** be in buddy pairs or trios and/or in patrol groups.

* Each Troop provides some sort of Treat. Whether it is an edible such as candy (Please have a nut free option and separate please) or a tangible one. Such as a Scout patch.

* Trick or Treating will end no later than 11:00PM.

* All stations will be handing out Gold Bits. Don't loose your gold bits because that is your score.

* Once your patrol is done for the evening. Patrols **MUST** check in at HQ and deposit Gold.

Special Awards.

* Competitive awards given to Patrols with the highest score at the closing ceremony.

* Individual awards may be handed out at the closing ceremony.

RELIGIOUS SERVICES:

- All Units are encouraged to participate in the Scouts Own service being held at the Waterfront on Sunday Morning. (non denominational)
- OR Troops have the option of performing their own "Scout's Own Service" on Sunday, in their own camp area.

WHAT IS A SCOUTS OWN? The Scout's Own Service program consists of a Call to Worship, Hymns or Songs, Scriptures(s) or Readings from a variety of Religious or Inspirational Sources, Responsive Reading, Personal Prayer, Group Prayer, Inspirational Reading or Message, Offering (World Friendship Fund) and An Act of Friendship.

2026 K-Valley District Fall Camporee
Leader Evaluation Comments and Critiques

Please take a minute and Evaluate the Camporee. This information is going to be used to improve the event for next year.

If you have strong feelings and must be known about issues you may have please come and see the Camporee Director Julie McKenney, the Commissioners or Staff.

Please evaluate the following items.

Items	Poor Excellent									
	1	2	3	4	5	6	7	8	9	10
1. Location. Did you like the general location of the Event and its surroundings?										
2. Volunteers. Were the Volunteers helpful and cheerful?										
3. Program. Did your troop enjoy the Program and Theme?										
4. Extra Activities. Did your troop like the extra activities provided not directly related to the program?										
5. Competitions. Did your troop enjoy the different competitions at the event?										
6. Registration. How was your overall registration experience?										
7. Site Selection. Did your troop like the site selected for camping?										
8. Your overall event experience was?										

Suggestion for future weekend events?

List any themes that you would like to see at future weekend events.

Additional Comments:

OPTIONAL: Troop Number _____ Scoutmaster _____ Phone Number _____

2026 K-Valley Fall Camporee
REGISTRATION FORM

This form must be completed and turned in before by mail or at the registration tent when you arrive at the event. Make additional copies of this as needed. **PRE Registrations are due by October 9th**

Troop # _____

Scoutmaster _____ Phone _____ Mailing

Address _____ Town

_____ State _____ Zip _____

NOTE: The registration fee and the patch fee are separate. You will need to pay both in order to receive participation patches for your unit. If you have questions contact Julie McKenney. with you October 16th.

Patches - don't include staff here

Number of youth _____

Number of Adults _____

Number of extra patches _____

TOTAL _____ X \$5.00 = \$ _____

Patch Fees may be payable online
via paypal payable to
circleofone555@hotmail.com Or
check or cash payable to Chris
Bernier

Registration - overnight

of youth _____ x \$10 = _____

of Adults _____ x \$10 = _____

TOTAL PAID _____

Registration - Day Visitor

of youth _____ x \$5 = _____

of Adults _____ x \$5 = _____

TOTAL PAID _____

Staff use: Amt. Paid _____

Cash ☐ _____

Check # _____

This Registration form can be mailed
to K-Valley Fall Camporee
CO Julie McKenney
788 Smithfield Road, Belgrade, ME 04917
Or julie.m.scouts@gmail.com
Do not mail in after October 9th. Bring Registration

All Patch and Registration fees must be kept separate
please as this could greatly increase the amount of
time in which you receive your participant patches.

2026 K-Valley Fall Camporee

Unit Roster

This form must be completed and turned in before by mail or at the registration tent when you arrive at the event. Make additional copies of this as needed. **PRE Registrations are due by October 9th.**

Troop # _____

Town _____ Scoutmaster _____

Mailing address _____ Phone _____

Assistant Scoutmaster _____ Phone _____

NAMES OF NAMES OF

Secondary Leaders _____ Secondary Leaders _____

Secondary Leaders _____ Secondary Leaders _____

Secondary Leaders _____ Secondary Leaders _____

Secondary Leaders _____ Secondary Leaders _____

Secondary Leaders _____ Secondary Leaders _____

SPL Name _____ ASPL Name _____

Patrol Name _____

Patrol Leader _____ Assistant PL _____

Patrol Member _____

Patrol Member _____

Patrol Member _____

Patrol Member _____

Patrol Member _____

Patrol Member _____

Patrol Member _____

Patrol Member _____

Turn this sheet in at Registration. Thanks in advance!

2026 K-Valley Fall Camporee

Costume Judging

This form must be completed and turned in before by mail or at the registration tent when you arrive at the event. Make additional copies of this as needed. PRE Registrations are due by October 9th.

Troop# _____ Town _____

_____ Scoutmaster _____

_____ Phone _____

NAMES OF SCOUTS WISHING TO BE JUDGED

1. NAME _____ COSTUME NAME _____
2. NAME _____ COSTUME NAME _____
3. NAME _____ COSTUME NAME _____
4. NAME _____ COSTUME NAME _____
5. NAME _____ COSTUME NAME _____
6. NAME _____ COSTUME NAME _____
7. NAME _____ COSTUME NAME _____
9. NAME _____ COSTUME NAME _____
10. NAME _____ COSTUME NAME _____
11. NAME _____ COSTUME NAME _____
12. NAME _____ COSTUME NAME _____
13. NAME _____ COSTUME NAME _____
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21. NAME _____ COSTUME NAME _____
22. NAME _____ COSTUME NAME _____
23. NAME _____ COSTUME NAME _____
24. NAME _____ COSTUME NAME _____