

Cub Scout Spookoree Welcome Packet

Dear Parent/Guardian, Den, or Pack Leader,

This Welcome Packet has been prepared for the parents of each camper, as well as the parents and adult leaders staying in camp. Most of your questions should be answered by this packet, so please read it carefully.

Rhodes France Scout Reservation (RFSR), located at 815 North 500 East Road, Pana, IL is one of Greater St. Louis Area Scouting's official resident camp facilities, providing the area's most exciting programs including Cub Scout Summer programs and Spookoree for Cub Scouts & their families. This 640 wooded acre facility is located south of the Route 51 & Route 16 junction just east of Pana.

Our mission is to provide a quality outdoor experience where the kids are having fun without realizing they are accomplishing achievements! We are looking forward to providing your Cub Scout a weekend of adventure. We have a great opportunity at camp to help our Cub Scouts grow in character, citizenship, and physical, mental and moral fitness, by delivering the Scouting program as Lord Baden Powell intended it to be delivered, in the outdoors. Cub Scouting is a family program and Spookoree is a great opportunity for families to join in the adventure.

Many of the staff that made last year so much fun will be returning this year. You will find that the kids and their families who attend Spookoree leave with memories that will last a life time!

Welcome to Spookoree!

Nathan Morrell

Camp Director

Arrivals

Participants should arrive at Rhodes France Scout Reservation beginning at 5pm on Friday, October 9th. There are no individual registration times for people. When registering for the event, units should indicate whether they are bringing a trailer or not. If they are bringing a trailer, whomever is registering for the unit should choose their preferred check-in time for the trailer. As each person arrives, they should **report to the Registration Booth** for check-in, campsite assignment, & further instructions. Registration will close at 7:30pm on Friday. Anyone arriving later than 7:30pm must report to the Registration Booth beginning at 8:30am on Saturday.

ALL trailers coming into camp should already be packed and ready to go back to the campsites. To speed up the move in process, we ask that each unit meet ahead of camp to load their trailer. This saves time and confusion once you arrive at camp!!

Camp Living

All Spookoree campers will camp in tents. Campers should talk to their unit to see if they should provide their own tent or if the unit is providing one for them. Campers should bring bedding, cots, sleeping bags, etc.

There is latrine access at all the campsites as well as port-a-pots located throughout camp. The shower house has flush toilets, urinals and showers. ***Please note, if we have had temperatures at or below freezing, the shower house may be closed!*** Adults ONLY may use the flush facilities in the Administration Building.

Campers will be expected to keep their campsites, their things, and themselves clean and tidy. It is recommended to pack all clothing in plastic totes, in case of rain the clothes stay dry.

Our kitchen staff will be serving delicious, healthy, kid-friendly meals for all three meals on Saturday and breakfast on Sunday. Units are responsible for their own dinner Friday night, some eat before they come and some bring stuff to cook over a campfire, talk to your unit to see what they plan to do. **Anyone who has a special dietary need and/or food allergies must list them in their online registration before coming to camp!**

Medical

Since Spookoree is less than 72 hours, only parts A & B of the medical form are required. This applies to all campers, youth and adult. Annual Health & Medical Forms are available online at <http://www.scouting.org/scoutsource/healthandsafety/ahmr.aspx>.

These forms **WILL NOT** be collected by the camp – but units **MUST** have them onsite and available in case of emergencies.

When camp is in session the camp health officer is in residence 24 hours a day. All injuries, no matter how small, must be reported to the health officer.

Camp Safety Rules and Policies for Youth

- All youth, scouts and siblings, must travel with a buddy, using the Buddy System, wherever they are in camp.
- Closed-toe and closed-heel footwear is to be worn at all times. Shower shoes should only be worn IN the shower, not on the way to the shower. This includes but is not limited to sandals, crocs, and flip flops.
- All youth are to listen and follow directions of the Den Chief, Leader, and Staff.
- Camp Director has the right to call home with any problems.
- Leaders and Scouts may not stay in the same tent unless it is a parent/child situation.
- No vehicles are allowed at campsites. ALL vehicles should remain in the parking lot.
- Wristbands must be worn all weekend. This identifies you as someone who should be at camp.
- In order to comply with Youth Protection guidelines, male and female youth should be in separate tents. Tent-mates must be no more than 2 years different in age, unless they are relatives.

Departures

Breakfast on Sunday will be delivered to the campsites. Then, the Spookoree camp weekend will officially end. Units can take their time to pack up and head home. Please be sure to leave your campsite as clean or cleaner than you found it. Please be courteous of our volunteer staff's time as they try to clean up and close camp after the event.

Cancellations and Refunds

Planning and purchasing for camp happens long before camp begins and is based on your reservation of spaces at camp. Consequently, refunds are available only under extenuating circumstances, such as illness, family death, or other hardships. Camp fees are transferrable to other Scouts in the unit.

- Hardships do **not** include family vacations, sports events, or changing one's mind.
- Inclement weather is not cause for a refund unless camp is cancelled.
- Notification must be made to the Camp Director prior to the end of the first day of camp that a Scout will not be in attendance. This may be done through the Central Illinois Service Center at 217-429-2326 or by calling the camp at (217) 562-5223 on the first day of camp. Refund request forms must be completed by the Scout's parents or Unit Leaders no later than two weeks after the last day of camp and turned into the Camp Director either by email or through the Council office.
- Once the camp registration deadline has passed, a refund request form must be filled out to be considered for a refund.
- Refunds are processed at the end of the camping season. No refunds will be given at camp.
- Refund requests will be approved on an individual basis.

It is the responsibility of the unit leadership to understand and abide by the Council Refund and Overnight Camp Fee policies. Refund request forms can be found on the Greater St. Louis Area Council Website (www.scoutingstl.org). Refunds will be given to whomever originally paid the registration fee, unit or parent.

Youth needing to leave during the course of camp for a football game, soccer game, baseball game, etc. will need to sign out in the Trading Post then sign back in upon returning.

Volunteer Leaders in Camp

A Leader, at camp, is any adult volunteer, Den Leader, or Cubmaster, that stays in camp. Leaders should be registered members of Scouting America, submit to a Criminal Background check, and turn in a current Health & Medical form. (Attending parents who are not registered with a unit are NOT considered volunteer leaders in camp.)

As a Leader, we need you to be responsible for a group of campers at bedtime preparation, during overnight hours, morning preparations, during meals, rest time, and den time. Leaders are welcome to participate with the youth program during the day or enjoy themselves with other activities in camp. While the camp staff provides leadership and guidance to the youth, Leaders are an important additional level of support.

There will be a Leader's meeting on Friday evening. More important information will be provided about the weekend at camp, as well as emergency procedures. **At least one adult from each unit should plan to attend** this meeting.

Safeguarding Youth at Camp

"Safeguarding youth has always been of paramount importance to Scouting and our comprehensive, year-round safeguarding youth efforts apply equally at camp. Our process includes a multi-layered application and screening process for all adult volunteers, mandatory youth protection training for youth and adults, and clear policies to prevent one-on-one contact between youth and adults and protect the safety of our members."

We are able to ensure the security of the youth in our care by requiring:

- wristbands for all adult and youth participants (to help quickly identify unexpected visitors).
- buddy system - no youth wander around by themselves
- all adult volunteers are registered with Scouting America and as such, have completed several background checks

- all registered adult volunteers and staff have completed Safeguarding Youth Training
- all youth are supervised by a Den Chief and/or adult leaders at all times during the day,
- Safeguarding Youth Guidelines are in force at all times;
- no one-on-one contact between youth and adults
- two-deep leadership
- respect for privacy
- no hazing
- constructive discipline

Camp Safety Rules and Policies for Adults

- All cars must be left in the camp parking lot.
- **Alcoholic Beverages are not allowed in camp.**
- **Pets are not allowed in camp.**
- Participant fireworks are not allowed in camp. There may or may not be some done as a camp event.
- Smoking, Vaping and Smokeless Tobacco are restricted to designated areas only.
- Closed-toe and closed-heel footwear must be worn in camp at all times. Shower shoes should only be worn IN the shower, not on the way to the shower. This includes but is not limited to sandals, crocs, and flip flops.
- Anyone leaving camp during the weekend, must sign out/in at the trading post or Administration Building.
- You may NOT bring your own bows, arrows, slingshots, or BB guns. Any knives must be pocketknives.
- The camp phone is used for camp business, emergencies, and incoming messages.
- When using your cell phone in camp around campers please do so discreetly. Please do not allow youth to use your cell phone.
- If a weather event occurs during camp, the camp administration will discuss this with the Leaders of each unit. At NO time should this be discussed openly in front of campers.
- Units must adhere to two deep leadership policies at all times.
 - Two Leaders are required with each Pack at Rhodes France.
 - Packs with more than 8 Scouts will need one additional adult for each multiple of four after 8.
 - Adults and Scouts may not stay in the same tent unless it is a parent/child situation.
 - Leaders are responsible for the supervision of their pack at all times.
- Wristbands must be worn all weekend. This identifies you as someone who should be at camp.
- ALL firearms must be kept locked in your vehicle for the weekend. There are no Council level employees and volunteers permitted to carry while on camp grounds. We ask that adult/leaders who are currently serving as a Law Enforcement Officers notify camp administration.

Helpful Hints

Prepare your families for the Weather:

We are outdoors rain or shine. The only thing that will bring our program indoors is severe weather. Help your families be prepared by making sure they have the proper gear. A simple rain poncho can make all of the difference on a dreary day. Liquid Sunshine can be just as much fun as Golden Sunshine, we keep going regardless of the weather.

The rain also provides one of our young Cub Scouts favorite things, MUD. We encourage them to go through it. Leave No trace means stick to trails..... Speaking of MUD - Scouts should not come to camp in brand new school shoes/sneakers. They WILL get ruined. Send them with sneakers/hiking shoes that are beat up, old and comfortable and with socks (keep those feet safe, warm and dry). We cannot promise they will stay out of the mud!

Packing

Don't send your scouts with a new wardrobe. Pack in a plastic tote. Don't over pack, most likely your Scout will wear 1/2 of what you send him/her with. Have him/her pull the stuff together and then the two of you review the packing list in the welcome packet to see if he/she missed anything.

Snacks

Snacks should be secured, especially at night so our favorite wildlife friends can't get to them. This does not mean put them in your tent!

Family Camping

Family Camping...what does that mean?

- This is a family camp, meaning the family should walk around together, but not necessarily as a Pack.
- Meal times are open meaning the meal times listed on the schedule is when the dining hall will be serving food. You may eat at any time during the open time.
- Activities are open from 9 am – 2 pm.
- There will be punch cards that can be punched at each activity with a chance for prizes at the end of the weekend.
- All attendees are invited to participate in Saturday afternoon's trunk-or-treating. Please be sure costumes are family friendly. All units camping in a campsite should combine candy to pass out to trick-or-treaters. Each unit is encouraged to create a fun Trunk-or-Treat display for Saturday. Additional adults will walk with the youth as they travel to other stations to receive candy and treats.

A few more Notes....

- NO handheld Electronic Games. We are here to enjoy nature!
- Don't forget to bring candy and costumes for Trunk or Treating!
- Campsite decorations are encouraged, however, there is NO contest this year!
- The camp Trading Post (Camp Store) will be open throughout the weekend! Cash and credit/debit cards are accepted. Tap to Pay options also accepted!

Fees

Registration fees for anyone coming to Spookoree are \$40 a person if paid on or before September 27th. The fee is then \$50 per person. There is no discount for bringing 8 or more scouts like there is for the Summer Programs. T-shirts are \$18 each, sizes youth small through Adult 4XL. Hoodies are \$36 each, sizes youth small through Adult 4XL.

Individual Spookoree Packing List

Keep in mind it gets cold at night during Spookoree. Bring necessary blankets.

- **All items should be marked with the scout's name**
- Sleeping Bag – cold weather. *The cartoon character sleeping bags are NOT heavy enough!*
- Pillow
- Uniform Shirt- Cubs, Webelos, & Leaders, will wear these for dinner each day (no neckerchief or slide)
- Jacket/Coat
- Stocking Cap & Gloves
- Tee Shirts or Sweatshirts
- Class 'A' shirt to be worn at Flags
- Sleepwear
- Long pants
- Underwear
- Multiple Pairs of Socks – it may be cold and possibly wet.
- Sneakers / Shoes- 2 pair- sandals, crocs & flip flops are not allowed
- Dirty Laundry Bag
- Rain Jacket
- Shower Towel
- Soap, Toothbrush, and Toothpaste
- Flashlight AND extra batteries
- Insect Repellent
- Sunscreen
- Spending Money*
- Trick or Treating Costume (We encourage adults to participate as well!)

Learning Opportunity...

This is a great time for a Scout to learn how to pack. A double check from a grown-up will assure a complete packing.

Do Not Bring

Firearms of any kind
Pets
Unlawful Drugs
Alcohol

Paintball guns
Video Games
Weapons
Toys

Fireworks
Cellular Phones
Ammunition
MP3/CD Players/Radios

This list is intended to serve as a guide. Use your discretion when packing for camp.

Unit Spookoree Packing List

If your unit is cooking at the campsite Friday evening coordinate with the unit to ensure you have everything you need! Charcoal grills may be brought to camp if the unit wishes. Keep in mind it gets cold at night during Spookoree. Bring necessary blankets.

- **All items should be marked with the unit's number**
- Pack first aid kit
- Lanterns
- Tarps
- Dish Soap/Pan
- Spices
- Food Fixin's (for Friday night IF you are cooking at camp)
- Cooking utensils (for Friday night IF you are cooking at camp)
- Matches/Lighter (To be held by an adult)
- Water Jug (Weather permitting water will be available in sites to fill jugs)
- Scout Parent's contact information
- Rope for Clothesline
- Pack flag
- Hand soap for Latrine
- Pack checkbook
- Candy for Trunk-or-Treat
- Trunk-or-Treat Decorations!

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Alcohol

Paintball guns
Video Games
Weapons
Toys

Fireworks
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