

2025

SPOOK-O-REE Parent Guide



Indian Nations Council

Zink Ranch – Babbitt Cub World

Oct 24-26

WELCOME LETTER

Scouts and Scouters,

First and foremost, thank you for participating in the Indian Nations Council Spook-o-Ree! We are truly excited that you and your family will be attending our event.

Being a Cub Scout is an incredible experience and Spook-o-Ree is one of the best opportunities to experience adventures outdoors. For young Cub Scouts, this means multiple days of program and activities not otherwise accessible to this age group. Each year our Spook-o-Ree adjusts the games, activities and trail to make the experience a unique one for all of our families, first timers and returning participants.

Spook-o-Ree is a great opportunity to develop memories that last a lifetime. A typical Spook-o-Ree will include a full weekend of camping, with games, archery, bb guns, campfire activities, a spooky trail and more. The mission of our Spook-o-Ree here at the Zink Ranch, Babbitt Cub World is to provide Cub Scouts with the opportunity to learn and practice new skills, make new friends, gain confidence in the outdoors, experience huge amounts of fun, and better prepare Scouts to earn their Arrow of Light and continue on the Trail to Eagle into Scouts BSA.

Our staff is very excited to have you visit Zink Ranch, Babbitt Cub World and have worked very hard to prepare for your arrival. This dedicated group of volunteers looks forward each year to the excitement and fun of Spook-o-Ree! It is truly their favorite part of the fall; and we know you and your families will feel the same way about this unique experience.

As part of our preparation, our staff has designed this Spook-o-Ree experience with the following goals in mind:

1. HAVE FUN!
2. Participate in outdoor camping.
3. To learn, use and refresh current and new Scouting skills.
4. Become familiar with and comfortable in the natural surroundings of Zink Ranch.
5. Participate in a camp-wide campfire program.

We at Zink Ranch, Babbitt Cub World like to have the Cub Scouts partake in a full camp experience and our caring and trained staff will help each Scout enjoy their outdoor experience. If this is something you would like to assist with this year or in the future, please email us at info@okscouts.org or contact the Indian Nations Council Program Department at 918-392-1227.

Once again, thank you for your time and support. We are personally very grateful to you and your family; and we hope that you have a blast with us at camp. So, come relax, and enjoy your stay at Zink Ranch, Babbitt Cub World and this year's Spook-o-Ree.

Yours in Scouting,

Laura Lovell

Director of Camping and Properties

Lucinda Hulse

Spook-O-Ree Committee Chair



Welcome to the Indian Nations Council Cub Scout Family Spook-O-Ree! Below you will find information and an FAQ to help you get prepared for a great weekend whether it be with your Pack, Den, or Family! We can't wait to see you at camp!!

When:	https://scoutingevent.com October 24-26 – Babbitt Cub World - Zink Scout Ranch
Who:	ALL Cub Scout Families! Come as a Pack, Den, or individual family to enjoy the weekend! New and returning Scouts, siblings, and parents welcome!
Cost:	ONLY \$20 for youth and \$10 for adults: includes 2 nights camping, patch, activities, and more. Please pre-register as there will be no walk up registrations accepted.
Times:	<p>Friday: Set up begins at 3:00 pm – Check in starts at 5 p.m. – Please arrive at the ranch before 8:30 p.m. if you wish to set up on Friday night.</p> <ul style="list-style-type: none"> • 8:30 pm Movie at council ring • 9:30 pm adult meeting (one parent from each pack minimum) <p>Saturday - Check-in begins at 6:30 AM – 7:45 AM Rough Schedule- Subject to Change</p> <ul style="list-style-type: none"> • Flags, Welcome & Orientation 8:00 AM • Program begins at 8:30 AM – 12:30 • Lunch (in campsite) – 12:30 PM (bring your own) • Program 2:00 PM – 6:00 PM • Dinner (in campsite) – 6:00 PM • Campfire -7:30 PM • Spooky Hike/Monster Mash <p>Sunday</p> <ul style="list-style-type: none"> • Chapel Service 8:00AM • Checkout - 8:30 AM – 10:00 AM • Camp Closes 10:00 AM (please pack out all trash/debris from campsites)
	Additional information will be sent out to registered participants before the event. This includes directions and instructions for the camp, check-in procedures, event schedule, etc.
Contact	Laura Lovell @ laura.lovell@scouting.org or 530-770-1152

F.A.Q.

Q. Can a Pack sign up and use this as our fall campout? A. YES! We highly encourage your pack to sign up together and enjoy the great outdoors. **While we recommend pack registrations, they are not required. We will send registration weekly to your Spook-o-Ree Pack representative starting the week of September 15th.**

Q. If Pack members sign up individually online will we be grouped together at the event?

A. Yes, we will group Packs together. If a Pack group is too large, we may split so they can travel to each activity area and enjoy the activities without being too crowded. Conversely if a Pack only has a small number of participants, they may be grouped with another Pack to ensure group sizes are close to equal for the activities.

Q. Is the Pack/each family responsible for food for this event?

A. Yes, please bring your own food. You can work with your pack and do larger meals or you can handle food on a family by family basis. While our trading post will be open for sales of snacks and other items, meals will not be provided or sold at this event.

Q. Can our Pack come on Friday and campout?

A. Absolutely! We would encourage you to plan to arrive at camp starting at 3:00 p.m. on Friday to set up camp and enjoy two nights under the stars at Zink Ranch.

Q. Are costumes needed? A. Not needed, but allowed. We cannot wait to see your Cub Scouts in their costumes for Halloween. We do ask for no masks so that there are not visibility problems which might lead to injury. Also, when you are walking the spooky train, please leave any larger costume pieces in the campsite. A startled Cub Scout might swing them at our staff and that takes all the fun out of a great event!

Q. Can families come out just for the day? What is the cost? A. Yes, participants may come out for just the day and not camp if they wish. They will still need to register online and pay the \$20 per youth and \$10 per adult.

Q. Is this event for new Scouts only? A. No, this event is for ALL Cub Scout families registered in Cub Scouts. Other Councils are welcome to attend our event as well.

Q. What does “Family Camp” mean? Are siblings that are not in Cub Scouts allowed?

A. Cub Scouting is a family program, and this event invites all family members to join in the fun. The activities are geared toward Cub Scout age youth, so younger siblings or teenagers are welcome but need to be aware of the target age for this event.

Q. What are some of the activities offered? A. The events are based around a Halloween theme. Some of the activities offered include Cub BB, archery, Pumpkin activities and more!

Q. We are new to Cub Scouts and don't have a lot of camping experience, what do we bring?

A. First, check with your Pack. They most likely have a lot of experience and may have some equipment to loan or share for your first campout. If not, we've attached a list that you can review. We are happy to help answer any questions and get you going in the right direction.

PRIOR TO ARRIVAL

Please make sure that all of the parents in your Pack are aware of their Pack information, including a phone number they can call or text in an emergency situation. For many parents, this is their first outing with their new Scouts and Zink Ranch can be intimidating after dark on your first outing. Our Camp Customer Service Specialist will forward maps, campsite information, etc. during the week leading up to the event. Please make sure that this information is forwarded to ALL of your Scout families that will be participating. This is especially crucial for those Packs making a Pack reservation. We do not have individual email addresses for the members of your Pack and cannot send them maps and campsite information directly.

Units are encouraged to travel together to arrive at Spook-o-Ree at the same time. This is considered a best practice and is not a requirement but will ease the concerns of your new scouting parents. Scouts should travel to camp in their Field Uniform (Class "A" uniform.) Please make sure that your families have all of their required medical forms and paperwork needed for everyone.

CHECK IN & CHECK OUT

When checking in starting at 5:00 p.m., please have proof of registration and payment in hand. Also, for those checking in an entire Pack, it is not necessary that all participants are at check in. One member of a family or one Pack representative can complete the check in process. Once all funds are accounted for and check in is complete, you will be given wrist bands for all registered guests. Wrist bands must be worn at all times during the event. Wrist bands will NOT be given to a pack representative without the Unit Roster completely filled out. Please work with your families on a Pack plan for check in.

Communicating if you would prefer a Pack check in or an individual family check in is the responsibility of the Pack. Late check ins – Check ins will end at 9:00 pm on Friday evening. **(MUST BE INSIDE THE GATE AT ZBASE BY 8:30 P.M.)** If you are unable to check in before this time, we will see you bright and early on Saturday morning. Please note that Zink Ranch DOES NOT have electric lights and is hard to navigate if you are unsure where you will be camping.

Check Out & Departures

Program ends on Sunday morning after the Interfaith Service at 8:00. Please make sure you have vacated your campsites no later than 10 am on Sunday. Check out at the camp administrative offices. Please remove all trash with you and dispose of it at your home. Pack it in, pack it out.

CAMP LOCK DOWN

We take the safety of our Scouts very seriously and to protect the young ones running around after dark, we block the road to our camp beginning at 7:30pm Saturday until we close down the Spooky trails for the evening. If you believe that you might need to leave when camp is locked down, you will need to park your cars at the Jack Graves Shooting Sports Complex. Please understand that this is for the safety of your children and we appreciate your cooperation. If you are unsure as to a good location to park, please ask any staff member and they will be happy to help.

CAMP POLICIES

Visitors: All visitors must register at the Jack Graves Sporting Clays Complex and receive a visitor wristband.

All scouts, adult leaders, and camp staff while on the camp property (from check-in through checkout) will be required to wear a participant wristband. Staff members will immediately report anyone they do not recognize

or whose presence in camp is in question. Participants who notice an unfamiliar person in camp should notify a staff member immediately. Only Camp Personnel can ask someone to leave the camp property.

Vehicles in camp: Personal vehicles are not permitted to park in campsites. They will all be directed to park in the parking lots or in other designated areas. Due to the tight space at campsites, limited access will be permitted to haul equipment to the sub-camp trailer parking to unload and load. This will be accomplished only during the check-in and check-out times. Campers are expected to unload and return their vehicles to the designated parking before setting up camp.

There will be no transporting of youth or adults to any program area using a personal vehicle while camp is in session. If anyone needs to be transported for medical reasons, please advise the Camp Director. Absolutely no riders in the back of trucks or on trailers will be permitted.

Lanterns, Candles, & Stoves: The liquid fuel policy for camp is the same as outlined in BSA camping policies. Liquid fuel is approved for adult use in camp, but the fuel must be stored out of reach of youth. National Policy prohibits the use of open flames in tents. This includes mosquito coils, catalytic heaters, gas lanterns, stoves, candles, and smoking material. All of our Camp beds are marked "NO FLAMES IN TENT."

Valuables: Unfortunately, even in Scout camp, losses occur. For self-protection, valuables that are merely creature comforts (cell phones, radios, Bluetooth speakers, computers, and other expensive personal items) should be left at home. All personal items are the sole responsibility of the individual and not of our camp.

Power in Site: There is limited access to power in our campsites. The power access is intended for medical use only, and those with medical needs have priority to the campsites by the outlets. Medical concerns must be brought to the Camp Director's attention at least 2 weeks prior to camp starting. (A minimum of 100 ft. extension cord should be brought)

Pets: Pets are not allowed at Spook-o-Ree. This includes during drop off, set-up, or pick up and applies to visitors and staff alike. Service animals are exempt from this rule.

Discipline & Standards of Conduct: ALL Scouts camping at Zink Ranch, Babbitt Cub World will live up to the principles and value of the Scout Oath and Law. Please share the following with your Unit.

- Spook-o-Ree follows the Youth Protection Guidelines and the Guide to Safe scouting. As volunteers and staff, we are responsible for keeping our Scouting environment free from harassment and abuse, whether physical, verbal, or mental.
- The Scout Oath and Law are the code of behavior. They are all that are needed, and unit leadership is responsible for enforcing these rules and discipline those Scouts that break them.
- In the case of intra-unit conflicts or problems, the unit leadership of the scout involved is responsible for disciplining each of its own scouts involved. If it is an issue between parents that cannot be resolved quickly and peacefully, a member of Camp Administration must be notified to ensure that any disagreements do not linger.
- Camp Administration is available and prepared to aid in establishing communications in the event of inter-unit problems.

Lost & Found: Lost and found will be maintained inside the Cub World Dining Hall during the actual event. Items will be held for 1 week after the event at the Council office and then donated/disposed of as appropriate.

First Aid: Basic First Aid is to be provided by your units in your campsite so please bring your Pack first aid kit with you to camp. Any medical needs beyond basic first aid should be immediately reported to the Camp Medic on site. Check for ticks daily!

Food at camp: Packs are responsible for bringing their own food and means of preparing it. You will need dinner on Friday (recommend eating before arriving at camp), 3 meals on Saturday, and breakfast on Sunday. Very limited firewood is available on site. Units are encouraged to bring their own firewood or charcoal as needed for cook fires and campfires. Please do not store food in your tent. Please observe the BSA Leave No Trace guidelines.

Food Preparation & Dining Areas: Dining/Food Preparation for Packs will be in your campsite. There are some picnic tables available and pavilions in some campsites; however, they may be insufficient to accommodate all campers. It is recommended that units bring a dining fly or pop-up shelter and their own food preparation/dining tables.

Natural Habitat: Cutting trees, shrubs, or bush within the campground or neighboring areas is prohibited. Wood that has fallen from trees may be used for firewood in established campfire rings. Do not disturb or interfere with the area plant life or wildlife.

Water: Potable running water is available at Zink Ranch, Babbitt Cub World in or near each campsite. Please bring suitable water containers for storing drinking water. In addition, each participant should carry an individual water bottle throughout the program on Saturday. Proper hydration is important to keeping our Scouts and Scouters healthy.

Toilets: Flush toilets are available in Babbitt Cub World with both hot and cold running water. Please respect the facilities – it is everyone's responsibility to keep the restroom areas clean throughout the weekend. DO NOT place trash, soft drink cans, or food waste in the restroom trash cans. Please do not wash dishes in the bathroom sinks.

Trash: Every unit should bring a supply of plastic trash bags to securely bag their own trash. Each unit is responsible for removing their own refuse from the campsite and removing it from the property.

Quiet Hours: Quiet hours 10pm to 6am. We realize that some participants might be up later than this time in their campsites, but please be respectful of those that do not. Leaders in each unit are responsible for enforcing quiet hours.

BANNED ITEMS

Alcoholic Beverages and illegal drugs: No alcoholic beverages or illegal drugs are allowed in camp. Violators will be reported to the appropriate local authorities and required to leave camp immediately.

Tobacco: NO TOBACCO USE IS ALLOWED IN ANY BUILDING OR PROGRAM AREA. This includes electronic forms of tobacco use. Campers and staff under 18 may not use tobacco products at camp. Adults who must use tobacco products are asked to do so in designated areas and away from youth. These are both national and local council policies. An announcement will be made regarding where smoking will be permitted.

Fireworks: Any individual found to have/had fireworks in his/her possession in camp will be dismissed from camp immediately.

Firearms: Personal firearms are against National and Local BSA policies. Please do not bring them. All equipment and ammunition necessary for any stations or activities will be provided by Indian Nations Council.

Fires: Fires will only be permitted at the digression of the camp ranger. If there are no fire bans, fires are to be built only in designated fire rings and under proper supervision with the fireguard plan in place. As a reminder, National policy prohibits use of open flames in tents. This includes mosquito coils, catalytic heaters, gas lanterns, stoves, candles, and smoking material. All of our tents are marked "NO FLAMES IN TENT". Fires must always be supervised. Extinguish your fire completely before the last adult leaves the site and before sleeping.

HEALTH & SAFETY

Youth Protection: All adults, parents, leaders and guests 18 or older must have current (within the last year) S.A.F.E. Guarding Youth Training. This training can be taken online and should be completed before attending camp. This online class can be found at www.myscouting.org.

Showers and Latrines: We have multiple bathhouses which allow adult and youth to use the facilities in separate lockable rooms. These separate facilities should be respected at all times. This is part of the national policy for S.A.F.E. Guarding Youth.

Camping as a Pack: Each Pack must maintain two-deep leadership at all times, unless camping separately as a family. Two trained leaders is the minimum requirement at Zink Ranch, Babbitt Cub World AT ALL TIMES. All leaders/adults must hold a currently S.A.F.E. Guarding Youth Training certificate.

Medical Forms: ALL campers, both youth and adult, MUST bring a BSA Annual Health and Medical Record when they check in to camp. This form will be emailed to all participants leading up to the event. This medical form should be turned in to your Pack representative before arriving to camp, in order to address all medical concerns and allergies. These forms will be kept with your Pack representative. If there is no medical form on the property, the Scout will, unfortunately, be sent home until a medical form is acquired. There is no refund for any time lost under these circumstances. The medical form is a National BSA requirement.

For Spook-o-Ree, it is only necessary to complete parts A and B of the BSA Annual Health and Medical Record. This form is to be completed by a parent/guardian in full – this includes the portion of the form that indicates medications to be taken while at camp. Include all over the counter and prescription medications. If it is NOT on the form, we cannot dispense to youth. ALL medications must be in their original containers and will be dispensed according to the instructions on the bottle. All medications must be presented to the Pack Medical Officer or his/her representative. Youth medications may be kept and dispensed by a Pack Medical Officer provided medication is secured in between dispensing in a locked contained inaccessible to the youth participants. Adults will be allowed to keep certain medications for their use under these same conditions. Parents/guardians may keep and dispense medications to their children provided that medications are secured in-between dispensing.

To participate in activities at camp, Parts A and B of the medical form must be completed in full with all signatures required. It is the Pack's responsibility to review medical forms and make sure that all release and consent information has been signed for each participant.

Buddy System: All Units will be required to use the buddy system. Unit leaders should keep up with the location of your Scouts. There should be no Scouts left in campsites at any time without adult supervision and the required two-deep leadership (2 - 21+ Trained Adults).

Shoes: In order to prevent foot injuries, all youth in camp (including visitors) must wear sneakers or boots at all times throughout camp. Pool shoes may ONLY be worn at the waterfront and in the shower. When walking between the campsite and the waterfront or shower facilities, sneakers or boots MUST be worn.

Fatigue: One of the greatest dangers to a successful camp experience is fatigue. We expect each adult to insist that their Scouts get plenty of rest and that all observe taps and reveille hours by being quiet in the campsite. Please be respectful of other campers sleeping after hours and before breakfast.

Drinking water: We cannot stress enough the importance of staying hydrated even during cold snaps during Spook-o-Wee. We encourage that your Scouts drink plenty of water (not soda) during camp. The unit should provide a water cooler at their designated site. Each Scout and family member should bring their own water bottle, or canteen to camp, along with a way to secure it to him or herself for use throughout the day.

EMERGENCY PROCEDURES

Fire or Disaster:

- Report a fire to the camp office or staff member immediately.
- The office will contact the ranger and fire department (if appropriate) and sound 2 blasts on the siren.
- 3 short siren blasts indicates that all participants should move quickly to the flagpole, get an accurate head count, and wait for further instructions.
- If fire can be seen from your campsite, move to the main road of camp by the safest route.
- After the event has been resolved, the "all clear" signal will be given (1 long blast)

Missing Camper/Lost Person

- Report any suspected missing persons to the check in location at the Jack Graves Sporting Clays Complex.
- The Camp Director will immediately be notified.
- The Camp Director will send a runner to the person's campsite to alert the Pack leadership and to check ALL tents.
- A staff member will be left in the campsite in case missing person returns.
- Staff personnel will search all public areas and check all campsites

If at this point the missing person has not been found, the 3 short blasts siren will be sounded for everyone to return to their campsites for a proper head count. Runners will be sent to all campsites to report these head counts to the administration. If the individual is not located, the Camp Administration will notify the local authorities and a grid search will be conducted. Runners will indicate the all clear as appropriate.

Imminent Bad Weather: In the case of imminent bad weather approaching, one long blast of the siren will be sounded. One long blast of the emergency siren means seek immediate shelter in a hardened building (dining hall facilities, cement block shower house facilities, etc.) or seek low shelter. Once the bad weather has passed, return to your campsite and do an immediate head count and await instructions runners will be

sent to verify your head count numbers. Upon verification that all campers are in their campsites and accounted for, the “all clear” will be sounded and activities will resume as appropriate.

PROGRAM INFORMATION

There will be a mandatory parent/leader meeting on Friday night at the Cub World Dining Hall at 9:30. We will begin showing a Cub Scout appropriate movie at 8:30 to allow at least 1 parent or unit leader from each unit to attend. Patches will be given out at this meeting, so please make sure to have someone from your unit (parent OR leader) attend for the most up to date information and to receive your patches.

Patches are given for each registered Scout in attendance. Parents that wish to purchase additional patches may do so in the trading post on Saturday.

Program for Spook-o-Ree will consist of several stations which will include bb guns, archery, crafts, field games and more with the purpose being to have fun, strengthen Scout skills, teamwork, knowledge and preparedness for each scout.

Each unit will be provided with additional program schedules the week of the event with your check in packets. Please stick to the schedule as indicated as rotations are set based on the sizes of the Packs involved. This will help us to ensure that all rotations have enough time to fully participate in the activity as assigned.

Awarding recognition for any achievements earned at Spook-o-Ree is the responsibility of the individual Packs and not the Spook-o-Ree program or Indian Nations Council.

T-shirts: T-shirts for the event may be pre-purchased as part of the online registration process. Only pre-ordered t-shirts are guaranteed to be ordered. There will be a limited supply of t-shirts available at the trading post to be purchased during the event. Please make sure to pre-order your t-shirt to guarantee your size is available. Order t-shirts here: <https://scoutingevent.com/488-100552>

Trading Post: The trading post will be open Friday evening from 6:00 – 9:00 pm and Saturday from 8:30 a.m. to 9:30 p.m. The Trading Post will be run out of the Cub World Dining Hall. Please encourage your Scouts and parents to bring spending money to enjoy our store services.

Meals: Spook-o-Ree does not provide food and drinks. All meals, snacks, and drinks are the responsibility of each participating Pack or family.

Clothing: The “uniform of the day” will be a Pack t-shirt (“Class B”) or other Scouting appropriate t-shirts.

Weather: Be prepared! The weather at Zink Ranch, Babbitt Cub World has been known to change several times in one day, let alone a weekend, so be prepared. Check the weather forecast. Bring appropriate gear. Bring rain gear. Bring insect repellent. Hats are strongly encouraged as is sunscreen. Ensure your Scouts have enough gear to handle any situation. Stay dry. Change clothes each night before bed for warmth.

TOP 10 CAMP ISSUES

(Not in any particular order)

1. Families arriving at camp that do not know their Pack number or Pack leadership names.
2. Wrong type of shoes; no shoes; brand new shoes. (Remember NO Crocs, NO Keens, NO Sandals. Feet must be fully covered from the ankle down).
3. No water bottle (EVERYONE needs a water bottle to prevent dehydration)
4. Not enough dry socks
5. Lack of foul weather gear; no poncho, no rain jacket, etc.
6. Forgetting items on the “essential” list.
7. Personal items not marked.
8. Unnecessary items brought to camp making the experience more difficult.
9. Families arriving at camp that do not know their campsite information.
10. Scouts and Scouters forgetting their smiles and Scout spirit at home.

T-shirts will be available for this event if ordered by September 28th. Sizes youth to Adult XL are \$17. Extended sizes are \$20 each.

Please order your t-shirts here: <https://scoutingevent.com/488-100552>



Individual Campout Suggested Checklist

Check within your Pack for additional resources

A Cub Scout uniform is highly encouraged for the event for campfire and flag raising. Sturdy shoes (no open toed shoes/sandals) for hiking. The following is a list of suggested equipment that would be useful.

Health Form Parts A & B for ALL attendees, adult and youth. Download the form here:

<https://www.scouting.org/health-and-safety/ahmr/>

Camping Equipment

- ☐ Tent with poles and stakes
- ☐ Waterproof ground cloth or plastic sheet/ tarp
- ☐ Sleeping bag, pillow, air mattress or pad
- ☐ Cup, bowl, plate, knife, fork, spoon, mesh bag to store items

Clothes Bag

- ☐ Cub Scout Uniform
- ☐ T-shirt or Pack t-shirt
- ☐ Rain jacket
- ☐ Warm jacket or coat (sweatshirt also works)
- ☐ Pajamas or sweatshirt, sweatpants
- ☐ Underwear
- ☐ Durable shoes (no open toed sandals)
- ☐ Hat or cap
- ☐ Gloves
- ☐ Extra socks, shoes, other clothing.

Family Gear

- ☐ Lawn chair
- ☐ Cooler or ice chest
- ☐ Cot or pad
- ☐ Cooking equipment as outlined by your pack or individual family needs

Toilet Kit

- ☐ Toothpaste, toothbrush, comb
- ☐ Washcloth
- ☐ Soap in container
- ☐ Emergency toilet paper

- ☐ Extra plastic bag or container

First Aid

- ☐ Small first aid kit for minor injuries
- ☐ Water bottle
- ☐ Flashlight, extra batteries
- ☐ Sunscreen
- ☐ Insect repellent
- ☐ Whistle
- ☐ Medication that is kept by adults and is properly marked

Extras

- ☐ Hand sanitizer (2 oz bottle needed to carry around on Saturday)
- ☐ Sanitizing wipes
- ☐ Face covering (to be used when 6 feet of social distancing cannot be achieved)
- ☐ Mark all belongings with name and/or Pack #

DO NOT Bring

- ⊗ Tobacco (smoking/ vaping/ smokeless)- not allowed in view of Scouts.
- ⊗ Pets
- ⊗ Firearms or fireworks
- ⊗ Large knives
- ⊗ Alcohol
- ⊗ Expensive jewelry or items you don't want to lose.

Spook-o-Ree Schedule 2025

Zink Ranch, Babbitt Cub World

Time	Activity	Location
Friday	Check-In	Jack Graves Sporting Clays Complex
5:00 – 9:00	Set-up in assigned sites	
8:30 PM	Movie	Campfire Ring
9:30 PM	Pack Rep/Parent Meeting	Cub World Dining Hall
Saturday		
6:30 – 7:45 AM	Check-In	Jack Graves Sporting Clays Complex
8:00 AM	Opening Flags	Flagpole
8:30 – 12:30	Morning Rotations	
12:30 PM	Lunch	Campsite
2:00 – 6:00	Afternoon Rotations	
6:00 PM	Dinner	Campsites
7:30	Campfire	Campfire Ring
8:00	Spooky Trail/Monster Mash	Campfire Ring to start
Sunday		
8:00 AM	Interfaith Worship	Babbitt Chapel
8:30 AM	Check-Out	Campsites
10:00 AM	Camp Closed	

		BB Guns	Archery	Whist Rockets	Pumpkin Carving	Crafts	Hayride
9:00 - 9:50	Purple Pumpkins	Green Pumpkins	Red Pumpkins	Red Pumpkins	Orange Pumpkins	Blue Pumpkins	Yellow Pumpkins
10:00 - 10:50	Yellow Pumpkins	Purple Pumpkins	Purple Pumpkins	Green Pumpkins	Red Pumpkins	Orange Pumpkins	Blue Pumpkins
11:00 - 11:50	Blue Pumpkins	Yellow Pumpkins	Yellow Pumpkins	Purple Pumpkins	Green Pumpkins	Red Pumpkins	Orange Pumpkins
2:00 - 2:50	Orange Pumpkins	Blue Pumpkins	Blue Pumpkins	Yellow Pumpkins	Purple Pumpkins	Green Pumpkins	Red Pumpkins
3:00 - 3:50	Red Pumpkins	Orange Pumpkins	Orange Pumpkins	Blue Pumpkins	Yellow Pumpkins	Purple Pumpkins	Green Pumpkins
4:00 - 4:50	Green Pumpkins	Red Pumpkins	Red Pumpkins	Orange Pumpkins	Blue Pumpkins	Yellow Pumpkins	Purple Pumpkins

Purple Pumpkins
Green Pumpkins
Red Pumpkins
Orange Pumpkins
Blue Pumpkins
Yellow Pumpkins

Packs: 1, 25, 345

Pack: 2

Packs: 45, 329, 3622

Packs: 41, 3

Packs: 78, 213, 53, 333

Packs: 989, 21, 555

Do you have any questions or need any assistance? Please text (530)-770-1152 between the hours of 7:00 AM and 9:00 PM for assistance.

Friday	5:00 - 9:00	Check In	Sporting Clays Complex
Saturday	7:00 AM	Saturday Check In	Sporting Clays Complex
	8:45	Flag Ceremony	Flag Poles
	12:00 - 1:50	Lunch/Pack Time	Campsites
	5:10	Closing Flags	Flag Poles
	7:30	Campfire	Council Ring
	8:00	Spooky Trail	
	10:00	Quiet Time	Campsites
Sunday	8:00	Interfaith Service	Chapel
	10:00	Camp Closed	All



Directions to Spook-O-Ree

1. From Tulsa:
 - a. LL Tisdale Pwy North
 - b. At the stoplight turn left (West) on West 36th N
 - i. Drive by the Osage Casino
 - c. At the stop sign turn right (North) on N Osage Dr
 - d. Stay on N Osage Dr as it curves to the West and becomes 43rd St N
 - e. At the stop sign turn right (North) onto N 52nd W Ave
 - f. Turn left (West) onto Rock School Road (will see blue signs for “John Zink Ranch”)
 - g. Turn right (North) onto Zink Ranch Road (will see and drive past Rock Fire Department)
2. Arrive at Zink Ranch front gates
3. Enter in code:
 - a. Enter in just the numbers
 - b. Each car needs code
 - c. One car through gate at a time
 - d. Speed limit is 25 MPH – NO EXCEPTIONS**
4. Go up the hill and curve to the East (right) then curve to the North (left)
 - a. DO NOT go down areas marked “Private”
5. Come to the “Y” intersection and veer left onto Zink Ranch Rd and follow signs for Babbitt Cub World
 - a. Follow signs for approximate 10 miles to arrive at Cub World
 - b. Park in the parking lot and check in at the Jack Graves Sporting Clays Complex to receive your campsite and other information. You cannot miss it on the left.
 - c. Proceed down the road into Cub World and follow directions given by parking staff.



GPS Address:
8607 Zink Ranch Rd.
Skiatook OK 74070

At the gate enter the code (just the numbers)
One car through at a time

Each car needs the gate code

25 MPH Speed Limit