

Family/Leader Information Guide

Come out for a family style magical camping experience

October 25-27, 2019 at Camp Barstow

*Cost includes camping, all meals on Saturday and breakfast on Sunday,
all activities, t shirt and a patch.*

*Costume contests, campsite decorating contest, advancement opportunities, haunted trail, trick
or treating, and so much more!*

Registration opens August 2 and closes October 15, 2019

No late or walk up registrations please.

Family/Leader Information Guide

*You might belong in **Gryffindor**,
Where dwell the brave at heart.
Their daring, nerve and chivalry
Set Gryffindors apart*

*You might belong in **Hufflepuff**,
Where they are just and loyal,
Those patient Hufflepuffs are true
And unafraid of toil.*

*Or yet in wise old **Ravenclaw**
If you've a ready mind.
Where those of wit and learning,
Will always find their kind.*

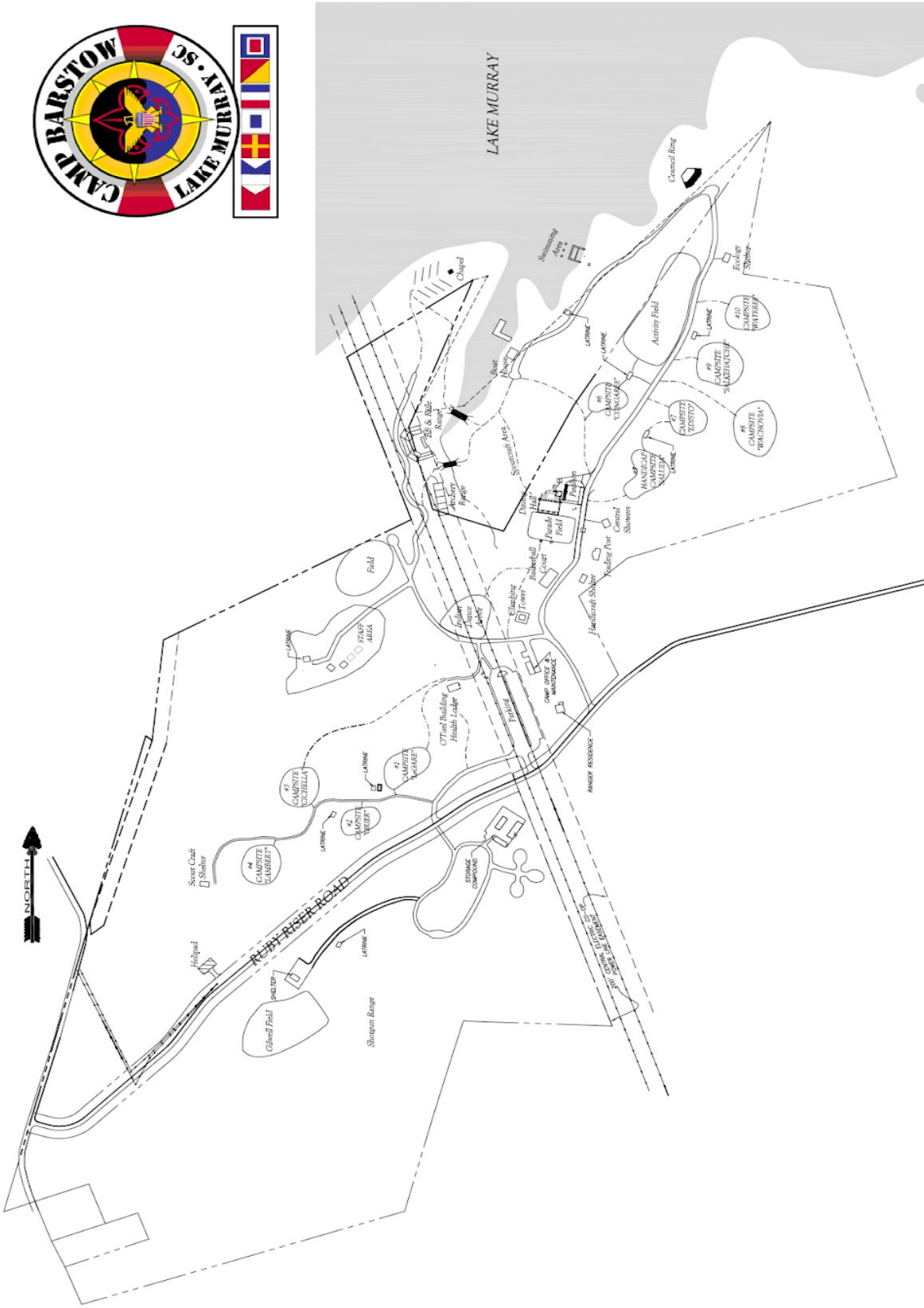
*Or perhaps in **Slytherin**
You'll make your real friends.
Those cunning folks use any means
To achieve their ends.*

The Wizarding World of Camp Barstow is a magical place for scouts to enjoy with their families and/or packs. Events include fun Halloween games and activities, costume contests, campsite decorating contest (**bring your own decorations**), trick-or-treating, a trip through the Haunted Forest, crafting your wand, creepie crawlies, Defense Against The Dark Arts, scavenger hunts, BBs, archery, campfire show and a campout under the stars.

Attendees may come as a family or as part of a pack. Costumes are encouraged but not mandatory. Costumes should be cub scout friendly, nothing too scary. There will be a costume contest for the most original, creative and funniest by Hogwarts-style House. This will be voted on during the campfire on Saturday evening.

To have a safe, fun and successful event, the family or leader of a unit needs to review this Leader's Guide. It contains important information and tips to help you have a magical time and so you can plan your time and take advantage of all the opportunities available. If you have any questions or concerns, please contact us. Thanks and have a fabulous time at Haunted Forest 2019!

Laurie Stokes
Event Director



What to bring to camp?

Camp Barstow is a smoke free, tobacco free campus. Please do not bring tobacco products, E-cigarettes, cigars, pipes, cigarettes, etc.

Sleeping/Tent Gear	Clothing/Uniforms	Personal Hygiene	Optional Items
Tent, poles, stakes	cub scout uniform (to be worn at flag raising and flag retreat)	Toothbrush and toothpaste	camera
Mallet for pounding in stakes	pack t-shirt if you have them	soap/shampoo	deck of cards
sleeping bag	rank handbook	towel	sunglasses
small whisk broom and dustpan for sweeping out your tent	closed toe shoes (no open toe shoes or crocs. Shower shoes ONLY in the shower)	individual medication as required	pocket knife (IF YOU HAVE YOUR WHITTLING CHIP) Whittling chip must be carried on your person when using your pocket knife.
pillow	socks	comb/brush	compass
air mattress	rain gear	Insect repellent	notebook/pencil
flashlight/lantern	jacket	personal 1st aid kit	fishing gear
camp chairs	pants/shorts	deodorant	water bottle
	underwear		
	sleepwear (pajamas)		

Rangemaster Training will be offered

Haunted Forest Friday Night 7:00 until approximately 10:00 in the Dining Hall. No shooting sports experience necessary. Range Masters will be required to assist with range setup early Saturday morning and participate as a Range Master for at least one BB and one Archery session under the guidance of the Shooting Sports Staff.

Range Masters (18 years and older) are certified to run Cub Scout, Webelos, and AOL BB, Archery, and Slingshot ranges at District and Council events such as Day Camps or Haunted Forest. Shooting sports may not be done at the pack or den level. Scouts in the Lion program are not permitted to participate in shooting sports.

Range Master training is free. All we ask is that you volunteer your time and talents at future events. This certification lasts for 2 years.

Event Information

NO WALK-INS will be permitted under any circumstances!

Things to Know

- **Tobacco Policy:** Camp Barstow is a smoke free, tobacco free campus. Please do not bring tobacco products, E-cigarettes, cigars, pipes, cigarettes, etc.
- **Advancement:** The primary goal of this event is for Cub Scouts and their families to have fun. Some activities may complete Cub Scouts and Webelos requirements, electives or belt loops but that is not the event's focus. Therefore, leaders and parents are responsible for tracking completed achievements and turning them into their pack Advancement Chair. Belt Loop cards and advancement sheets will not be tracked or handed out by program staff.
- **Medical:** We will have 2 medical staffers and 4 or more Camp Masters on site. If you need medical assistance, please let a staffer know and we will radio for medical to come to you. If you need assistance with a non medical issue, contact a staff member
- **Personal vehicles:** No personal vehicles allowed in camp. This includes personal golf carts.
- **Youth protection begins with YOU!** NO adults should be sleeping/staying in the adirondacks. These are provided for YOUTH ONLY. Adults MUST sleep in a personally provided tent.
- **Event patches** will be distributed at check out **AFTER** your campsite has been inspected by our campmaster corps. If you must leave early, contact a staffer to handle your inspection and arrange to get your patches to you.
- **Pets** are not permitted on camp property at any time.
- **Knife safety:** No knives without direct adult supervision at all times and a signed whittling chip in possession. No fixed blade/sheath knives (this includes adults) per Camp Barstow policy. Being a Cub Scout event, per Guide to Safe Scouting, camp saws, hatchets, axes are not permitted.
- **Open flames** in tents are prohibited. Please use flashlights within tents. Firearms are not allowed in camp. No personal bows, arrows, or BB guns.
- **Alcoholic beverages and illegal substances are NEVER permitted on camp property.** Offenders and their families will be required to leave council property immediately
- **No swimming** allowed in the lake. Lifeguards are **NOT** on duty.
- **Buddy System:** Please utilize the Buddy System with your Cub Scouts and family members.
- **Quiet time:** Please respect others during Lights Out (10:00 pm). This is a quiet time for your family at the campsite.
- **Campfires** are permitted in permanent fire rings or in raised fire stands. A campfire has to be monitored at all times by adults until the last embers are out. A container with water must be beside a fire at all times
NOTE: WEATHER CONDITIONS AND FIRE REGULATIONS MAY CANCEL ANY OPEN FIRES
- **Vespers** An interfaith service will be held at the dining hall pavillion at 8:30 am Sunday morning. This service is conducted because of the importance Scouting places on "a Scout is Reverent".

FRIDAY

Check-In/Registration (6 pm – 9:00 pm)

DINNER IS NOT PROVIDED ON FRIDAY NIGHT. PLEASE EAT BEFORE YOU ARRIVE.

Check-in and registration is from **6 pm – 9:00 pm** in the camp office. After 9pm, packs/individuals will need to go to the dining hall pavilion to register. Check in will be by last name. For example, if your last name is Smith, you will check in at the table marked N-Z. **At check in, you will be asked for a copy of each person's health form. THIS INCLUDES THE ADULTS. You only need parts A and B.** It can be found here:

http://www.scouting.org/filestore/HealthSafety/pdf/680-001_ABC.pdf

If you are part of a large group (more than 10 people), please have just one or 2 people from your group handle check in. They should bring a roster and health forms (parts A and B) for each person on that group roster. Your group representatives will be given your shirts for distribution and campsite assignments.

Please follow the meal rotation listed in the schedule (and shown below). This ensures that we keep the wait in line at a minimum.

Breakfast 1: Sites 1, 2, 3, 4, 5	Lunch 1: 1, 2, 3, 4, 10	Dinner 1: Sites 5, 6, 7, 8, 9, 10
Breakfast 2: Sites 6, 7, 9, 10	Lunch 2: 5, 6, 7, 9	Dinner 2: Sites 1, 2, 3, 4,

After check-in you can unload your vehicle at the parking lot and we will have trucks come around to pick up your gear. Your gear will be delivered curbside at your assigned campsite. Please note that **NO PERSONAL VEHICLES ARE ALLOWED IN CAMP**. All vehicles must be parked in the parking lot. **Please do not block roadways into camp with your vehicles (especially the access road onto camp property)**. Carts are available at the camp office for use for anyone arriving on Saturday morning. You may also bring your own personal wagon, cart, or wheelbarrow to transport your gear to your campsite.

After you settle into your campsite come visit the Leaky Cauldron (Trading Post). It will be open from

- 6-9 pm on Friday,
- 9-12, 2-5 and 6-700 pm on Saturday.
- The trading post will NOT be open on Sunday.

Please join us at 9:00 pm on Friday at the Dining Hall Pavilion for a snack from the trolley (light snack), camp and range safety briefing. The briefing will end by 10 pm.

QUIET TIME BEGINS AT 10:00 PM. (10:30 on Saturday) Please respect other campers by keeping your noise level down. We want all of our wizards to be well rested for all the fun on Saturday!

SATURDAY**SUNDAY**

700 am	Reveille	700 am	Reveille
730	Flag raising	730	Flag raising
740-815	Breakfast 1 (Please tidy your campsite AFTER breakfast)	745- 815	Scout's Own Service is an interfaith service to be held in the Pavilion. Please be respectful of those choosing to attend this service. Please limit talking and hauling of personal gear during this time.
8:20 - 8:50	Breakfast 2 (Please tidy your campsite BEFORE breakfast)	8:20 - 8:50	Breakfast 1 (Please tidy your campsite AFTER breakfast)
9:00- 9:40	Activity Session 1	9:00- 9:40	Breakfast 2 (Please tidy your campsite BEFORE breakfast)
9:50 - 10:30	Activity Session 2	10:00	Check out begins. Trucks will be available to haul your gear to the parking lot. Please set your gear curbside for pick up.* REMINDER: Patches will be distributed at checkout after your camp site has been inspected.
10:40 -11:20	Activity Session 3	12:00	CAMP CLOSED. All campers should be gone while staff stays to finish up. THANKS FOR YOUR ASSISTANCE ON A SAFE AND QUICK CHECK-OUT.
11:30 -12:10	Lunch 1		
12:20 - 1:00	Lunch 2		
1:10 - 1:50	Activity Session 4		
2:00- 2:40	Activity Session 5		
2:50- 3:30	Activity Session 6		
3:40- 4:20	Activity Session 7		
4:30 - 5:10	Activity Session 8		
5:30- 5:45 pm	Flag Retreat (Class A Field Uniforms please)		
5:50 - 6:30 pm	Dinner 1		
6:35 - 7:15 pm	Dinner 2		
7:45 - 8:30 pm	Campfire		
8:30 - 10:30 pm	Haunted Trail		
10:30 pm	Quiet Time		

Event Descriptions

1. **BB/Archery:** -One of the most popular activities of any cub scout event! Please follow your yellow and blue wrist bands for shooting ONLY during your scheduled time. (*bb and archery ranges*). We will be running 2 ranges, Yellow bands will be at the lower range. Blue bands will be at the upper range (shooting sports area near upper camp). Please utilize the correct range assigned to your color band.
2. **Chasers and Beaters Ball:** The most fun you'll have wearing a bubble. Can you catch the Snitch and score points for your house?
3. **Potions Laboratory:** Potions is a core class taught at Hogwarts and a fun class experienced at the Wizarding World of Camp Barstow. With over 300 years of experience in handling exotic potions, Join the potion masters and their laboratory assistants as they share their knowledge and maybe even get to create a few of your own experiments!! (*activity shelter on the big field*)
4. **Ollivanders Wand Emporium:** It is often said that the wand chooses the wizard. Which wand will choose you? How will you make it yours? (*handicraft shelter*)
5. **Diagon Ally:** a special trick or treat trail that runs from the dining hall to the parking area. It will feature multiple stops that will test your skill as a beginning wizard and also on some of those skills that will come in handy when battling Voldemort. Play some games, trick or treat a little and learn the 12 guiding principles of the wizarding and scouting world. (*path from dining hall to parking lot running behind climbing tower*)
6. **Quidditch!:** Just off of the Diagon Ally is the Quidditch Pitch. Quidditch is a sport of two teams of seven players each mounted on broomsticks played on a hockey rink-sized pitch. (*parade field by the dining hall*)
7. **Defense Against The Dark Arts:** is the class that teaches defensive magic to students so they can protect themselves against the Dark Arts. This class will be located under the pavilion in the room of Requirement and taught by instructors from the Aikido Academy. They will be instructing participants in how to Bully-Proof themselves.
8. **GAGA BALL** (in the Pit of Despair): Pretty sure this is the form of dodgeball played by the Weasley brothers after it was played in the TriWizard Cup. Lots of fun and guaranteed to get you dirty.
9. **Haunted Forest** – As the moon rises, the forest comes alive with the sights and sounds of the swamps, haunted houses and lonely seashores at night during a full moon. The haunted trail is open from 7:30 – 10:00 pm. Trail hikes occur every 10 minutes. The House with the most points will get to go FIRST through the Haunted Trail. Scouts can go more than once if time allows, however, those who have not gone will have first priority. (*Near the Council Fire ring*)

Saturday Schedule

Time	Site 1	Site 2	Site 3	Site 4	Site 5	Site 6	Site 7	Site 9	Site 10
700 am	Reveille	Reveille	Reveille	Reveille	Reveille	Reveille	Reveille	Reveille	Reveille
730-740	Flag Raising	Flag Raising	Flag Raising	Flag Raising	Flag Raising	Flag Raising	Flag Raising	Flag Raising	Flag Raising
740-815	Breakfast 1	Breakfast 1	Breakfast 1	Breakfast 1	Breakfast 1	Campsite clean up	Campsite clean up	Campsite clean up	Campsite clean up
820-850	Campsite clean up	Campsite clean up	Campsite clean up	Campsite clean up	Campsite clean up	Breakfast 2	Breakfast 2	Breakfast 2	Breakfast 2
900-940	Upper BB	GaGa Ball	Quidditch	Diagon Ally	Potions	Chasers and Beaters	Ollivanders	Lower BB	Defense Dark Arts
950-1030	Upper Archery	Upper BB	Defense Dark Arts	Quidditch	Ollivanders	Potions	Chasers and Beaters	Lower Archery	Lower BB
1040-1120	Chasers and Beaters	Upper Archery	GaGa Ball	Defense Dark Arts	Diagon Ally	Ollivanders	Potions	Quidditch	Lower Archery
1130-1210	Lunch 1	Lunch 1	Lunch 1	Lunch 1	Defense Dark Arts	Diagon Ally	Quidditch	Ollivanders	Lunch 1
1215-1255	Potions	Chasers and Beaters	Upper BB	GaGa Ball	Lunch 2	Lunch 2	Lunch 2	Lunch 2	Diagon Ally
110-150	Ollivanders	Potions	Upper Archery	Upper BB	Quidditch	Defense Dark Arts	Diagon Ally	Chasers and Beaters	GaGa Ball
200-240	Diagon Ally	Ollivanders	Chasers and Beaters	Upper Archery	GaGa Ball	Quidditch	Defense Dark Arts	FREE TIME	Potions
250-330	Quidditch	Diagon Ally	Potions	Chasers and Beaters	Lower BB	GaGa Ball	Lower Archery	Defense Dark Arts	Ollivanders
340-420	Defense Dark Arts	Quidditch	Ollivanders	Potions	Lower Archery	FREE TIME	Lower BB	Diagon Ally	Chasers and Beaters
430-510	GaGa Ball	Defense Dark Arts	Diagon Ally	Ollivanders	Chasers and Beaters	Lower BB	GaGa Ball	Potions	Quidditch
510-550	FREE TIME	FREE TIME	FREE TIME	FREE TIME	FREE TIME	Lower Archery	FREE TIME	GaGa Ball	FREE TIME

