

Attention all Troops!

2023 Creepy Hollow was such a HUGE success due to our ScoutsBSA volunteers, that we want to ask Troops to help us again!!!

Troop Benefits: camping, fun, service hour opportunities (I'm happy to write service hour letters!), hone those leadership skills, fun, mentor younger scouts in EDGE, fun, recruit and promote your Troop. And have FUN! You may put up signs and gateways for your Troop at your assigned station and hand out promotion flyers. We ask that adult leadership be present at each station to guide youth leaders and talk with cub parents.

Cub Benefits: Cubs see teamwork and servant leadership in action while Scouts help them with crafts and science experiments, playing games, setting up and working the haunted house and haunted forest.

All the activities and supplies are provided for you!

You may camp Friday night in Fleet and wake up ready for our 8 a.m. staff meeting!

Sample Schedule:

Saturday:

8:00-9:00 AM STAFF organization meeting in Dining Hall

9:00 – 10: 30 AM Campers Check-in @ Welcome Pavilion (STAFF will be setting up stations)

11:30 Opening Ceremony Flag Plaza

11:40-12:00 Lunch provided for STAFF in Dining Hall

12:00-5:00 Stations Open

5:00 Program Areas Close, supplies are packed up and inventories made for future purchase

5:45 Retreat @ Flag Plaza (Retreat)

6:00 Dinner @ your campsite or in Dining Hall

7:45-8:30 Campfire—Amphitheater with skits and songs by Cub units

8:30-9:30 Haunted activities: Haunted House, Haunted Forest

10:00 Bed Time Quiet & lights out

Sunday:

7:00-7:30 Rise and Shine

7:30 Flag Raising @ Flag Plaza

8:00-8:45 Breakfast @ your campsite or in Dining Hall

9:00 Inter-Faith Chapel Service

9:15-10:00 Pack up your gear

Creepy Hollow 1: October 14-15, 2023 Cub Adventure Camp

Creepy Hollow 2: October 21-22, 2023 Cub Adventure Camp

Questions?

For program specific questions contact: Cub Camp Program Director - Heather Mulvihill heather.mulvihill@scouting.org

For volunteer sign-up and overnight camping questions: Pamela Miscikowski - pamela.miscikowski@scouting.org (804) 204-2644

Choose to volunteer in the following areas.

Please indicate first, second and third preference.

Day Activities:	Locations	Notes
Archery- aides needed	Archery Range	Archery Shooting
BBs- aides needed	BB Range	BB Gun Shooting
BMX Bikes	BMX Course-top of road circle	Ensure safety with use of helmets and keep track of bikes
Sidewalk Games	Breezeway	Chalk, jump ropes, bubbles, milk bottle bowling
Crafts	Handicraft	Cinnamon slime making, tie-dye bats, spiders, coloring pages
Mad Scientist	Handicraft	Mad Scientist Laboratory – and explosive science experiments
Pumpkin Painting	Handicraft Building	Pumpkins provided, you can keep or chunk your pumpkin
Pumpk’n Chunkin- aide needed	In Front of Handicraft Building	See how far you can chunk your pumpkin (pumpkins at Handicraft Building)
Gross Humans	Nature Lodge	Explore the everyday grossness of Humans!
Creatures from the Dark Lagoon	Pirate Ship	Fishing, poles and bait available at ship
Sling Shor- aides needed	Shooting Sports Area	Slingshot Target Shooting
Scarecrow Games	Behind Handicraft Bldg	Field Games: relays
Feed Frankenstein	Behind Handicraft Bldg	Frisbee Toss
Witchy Brooms	Behind Handicraft Bldg	Broom Hockey
Looming Ladderball	Trading Post Field	Ladderball
Creepy Corn Hole	Trading Post Field	Corn Hole
Ghastly Gaga Pit!	Trading Post Field	Gaga Pit – Dodge Ball
Haunted Activities:		Following Campfire Until 9:30pm
Ghost Stories	Amphitheater	Around the firepit
Haunted Trail	Amphitheater	Stage Right
Haunted House	Aspenwall	Enter through “cemetery arch”
Harvest Games	Dining Hall	Quiet games for those not interested in Haunted Activities
Movie	Dining Hall	