

# Official Leader Guide



# Historic Haunts Spook-O-Ree Participants

## BEWARE!

**Troop 925 & the Lakeshore District invite you to the Historic Haunts Spook-O-Ree, if you dare!**

Step back in time at Pinecrest Historical Village....where the spirits of its history comes to life. This interactive outdoor museum features over 30 historic buildings—including a blacksmith shop, schoolhouse, and general store—all carefully relocated and restored to reflect life in Manitowoc County from the 1800s to the early 1900s. Come visit the Spirits of the Past at Pinecrest!

Activities include self guided tour access to the Pinecrest Village, Cannon Demos with 3 firing opportunities, Halloween Costume Party with DJ, Haunted Trail, Historical Period Games, Scavenger Hunt, Troop Spirit Awards, Scouting Heritage and Chess Merit Badges, Trading Post, Scout's Own Service in the Chapel.

**Location:** Pinecrest Village at the Manitowoc Historical Society

**Check In Time:** 5-8 pm Friday October 24, 2025

**Check Out:** by 11 am Sunday October 26, 2025

### Registration costs:

Youth: \$25 before 10/10/25

\$30 10/11/25-10/17/25

Adults: \$15 before 10/10/25

\$20 10/11/25-10/17/25

Within the pages of this guide you will find important information that will aid your Troop in preparing for the weekend. The Spook-O-Ree Committee has worked diligently to bring your Troop a fun filled lineup. If you have any questions, please reach out to any of the committee members listed below.

### **Spook-O-Ree Committee Chair:**

Kyle Kozlowski

(608) 209-4543

[KKozlowski@johnsonville.com](mailto:KKozlowski@johnsonville.com)

### **Spook-O-Ree Committee**

Jason Zipperer

(920) 645-7899

[zipfam5@gmail.com](mailto:zipfam5@gmail.com)

Suzi Zipperer

(920) 242-7282

Troop 925 Scouts & Families

### **Lakeshore District Staff Advisor:**

Sally Bork

(920) 203-0700

[sally.bork@scouting.org](mailto:sally.bork@scouting.org)

### **Health Officer:**

Nick Walesh

**DJ Entertainment Provided by:** Bob Pankratz, Troop 918

## General Information Disclaimer

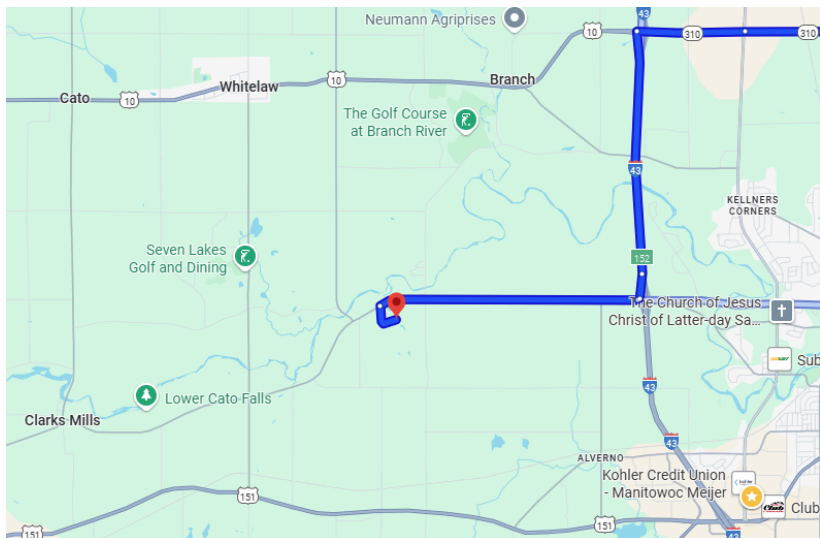
Spook-O-Rees are Scouting America events, and certain rules and regulations must be followed. All Scouts and Adults attending the full weekend must be registered with Scouting America to camp at this event. See "Saturday Visitors" below for information on day only adventures at Pinecrest Village.

### DIRECTIONS

From North or South: Follow I-43 to Hwy JJ in Manitowoc. Take exit 152 from I-43. 5 min (3.3 mi) to Village  
Continue west on Hwy JJ Drive to Pine Crest Ln

From West: Follow Map for either Hwy 10 or Hwy 151.

Follow the signs on Pinecrest Lane. Address is 924 Pine Crest Ln, Manitowoc, WI 54220



### SAFETY

- **Camp Code:** The Scout Oath, Law, Motto, & Slogan should be followed at all times.
- **Buddy System:** Scouts are expected to utilize the Buddy System.
- **Guide to Safe Scouting:** The Guide to Safe Scouting will be the benchmark by which all scouters will follow. Any questions will be directed to the program staff or the District Executive.
- **Health Officer:** A Health Officer will be on site all weekend. The Health Officer will be available at the 925 Host Site next to the Meeme House.
- **Prescriptions:** Prescription medicine will be kept in a lock box and administered by the Troop Leaders the youth is associated with. Questions can be directed towards the Health Officer.
- **Injuries:** All Injuries should be reported to the Health Officer. General First Aid may be administered by the Troop.
- **Lanterns/Flames:** Open flames and open flame lanterns are not permitted in tents.
- **Knives:** Fixed blade knives are not permitted at BSA events. Folding blade knives with 3.5 inch or less blades are permitted. Any scout with a knife should be able to provide evidence of their Totin' Chip card if asked by an adult or staff member. Failure to produce the card may result in confiscation of the knife with return at the end of the event.
- **Tobacco:** Smoking will be allowed in a designated area away from the scout activities.
  - The smoking and vaping area will be the far end of the parking lot on the gravel. Please dispose of your waste appropriately.
- **Prohibited Items:** Fireworks, Alcohol, Tobacco, Illegal Drugs, Firearms, Laser Pointers, etc.
  - Vaping is prohibited in Scouting areas.

# Friday Night Frights

## ARRIVAL AND CHECK-IN

- **Time:** No one will be allowed to check in before 5 pm on Friday.
- **Arrive:** Staff will greet you with instructions to the camping area by the McCallister House.
- **Check-In:** Check-In will be at the Meeme House with the Scoutmaster and SPL.
- **Roster:** A roster for each troop must be provided at time of check-in including names and phone numbers. Please include the name of the Senior Patrol Leader for the weekend.
- **Medical Forms:** Medical Forms A, B1 & B2 forms should be brought for emergencies. Forms will stay with the unit and must be readily accessible.
- **Trailers:** Trailers are allowed at the campsite.\*
- **Parking/Vehicles:** Troops should plan to arrive as a group with as few vehicles as possible. Vehicles will stay in the parking area. Vehicles pulling the trailer may or may not be allowed to stay in the site depending on registration. Instructions will be provided upon arrival.
- **Gear Transport:** Pack your gear in your trailer if possible. Please bring portable wagons to transport gear from the parking area if needed. Campers will walk to their sites.
- **Restrooms:** Restrooms are behind the General Store and at the Meeme House.
- **Phones:** No phone use in bathrooms. No phone use unbecoming of a scout.
- **Water:** Potable water will be available at multiple sites throughout the village.
- **Fires:** Raised portable fire pits should be utilized in your camping site.
  - NO GROUND FIRES.
- **Firewood:** Firewood should not be brought from more than 10 miles away from Pinecrest Village.

*\*Vehicle and trailer access to the camping area may be changed or restricted depending upon ground conditions.*

## SENIOR PATROL & LEADER MEETING

- Friday night 9 pm.
- Mandatory

All Senior Patrol Leaders along with Scoutmaster must attend. Other Troop Adult Leaders are also welcome to attend. Information will be delivered as well as any changes. Questions will be addressed and an appreciation cracker barrel will be served.

## DECORATING SITES & THEME INCORPORATION

Troop Campsites can be decorated in their own unique Halloween theme in any manner the troop find fitting. We ask for no blood or gore in order to keep this a fun event for our scouts who might be a little wary of the Halloween Spirits. The Troop Theme can be displayed through campsite decorations, gates or fences, or even with the scouts wearing a token or something that connects them as a troop during the Saturday festivities. I.e. orange bandanas, zombie paint, etc. Campsites and Spirit will be judged throughout the weekend with awards being on Sunday. See Awards below.

# Spooky Saturday

## **PERIOD GAMES**

Spook-O-Ree attendees will participate in historic games. Scout Spirit and Excellence in Action will be taken into account at these activities.

## **OPEN PROGRAMMING**

Scouts are free to participate in the following:

- ❖ Self Guided Camp Tour (recommended to move as a unit)
- ❖ Cannon Firing Demos at 11 am, 1 pm & 3 pm (>12 yo can win chance to fire a Civil War Cannon!)
- ❖ Tour the Bay-Lakes Scout Museum in the Town Hall
- ❖ Scavenger Hunt
- ❖ Troop Lunch at site on own at a time that works for troop
- ❖ Trading Post (Snacks) and the Pinecrest Gift Shop at the McCallister House

## **FULL SCALE CANNON DEMOS**

- Win a chance to fire the Cannon!
- Demo time's: 11am, 1pm, and 3pm
- Raffle tickets cost \$1/ ticket chance (one winner each demo time!)
- *Note: Winner must be over 12 years of age to fire the cannon*
- Proceeds of raffle will be given to the Cannon owners for operating costs.

The 3-inch Ordnance Rifle (cannon) was a widely used field artillery piece during the American Civil War, known for its accuracy and reliability. Developed in 1850's, it was adopted by the U.S. Army in 1861 and used throughout the Civil War. The rifle was constructed from wrought iron, with strips of iron wrapped around a core, welded, and then bored and rifled.

### **Historical Significance:**

- The most used light artillery piece of the Civil War for the Union.
- Confederate forces captured and used captured 3-inch Ordnance Rifles.
- Its accuracy and reliability made it a favorite among Union artillery crews.
- The gun's design & manufacturing process were significant advancements in artillery technology.
- Can shoot a ~10lb projectile over 2 miles!

## **SATURDAY VISITORS**

Visitors may come to the Spook-O-Ree on Saturday during the day, but they must register at the Manitowoc Historical Society Welcome Center aka McAllister House. Guests will be expected to arrive and leave during the business hours of the Pinecrest Village. Note: The park is open to the public during regular hours.

# Saturday Events continued...

## **MERIT BADGES**

2 Merit badges will be offered optionally on a first come, first serve basis as an addition to open programming for scouts interested. Please Note: Sign Up will occur at the Spook-O-Ree

- **Scouting Heritage Merit Badge:** The Scouting Heritage merit badge explores the origins and history of the Boy Scouts of America (BSA). Scouts learn about the movement's founder, [Lord Baden-Powell](#), and the early development of Scouting in the United States. They also investigate how Scouting has evolved and adapted its programs over time

Pre-Requisites: #5, #6 & #8

- **Chess Merit Badge:** Chess has been played in America since the 1700s. Scouts will demonstrate knowledge and understanding of the game of chess by learning about its history, strategy, and etiquette, as well as the names and movements of the pieces, how to set up the board, and how to keep score using algebraic notation. Scouts also need to teach someone else how to play and analyze their own games, focusing on both strengths and weaknesses.

No Pre-Requisites. Scouts may teach someone how to play Chess prior to the session.

## **Historic Haunts will be offering 3 Merit Badge Sessions scouts may optionally choose from:**

Scouts can sign up at the Spook-O-Ree for ONE session. (#1, #2, or #3.).

1. Scouting Heritage Session 1 (20 youth capacity\*)
2. Scouting Heritage Session 2 (20 youth capacity)
3. Chess Merit Badge (30 youth capacity)

\*Session 1 Scouting Heritage will miss the Historical Games. This time decision was based on the need to give Mr. Opgenorth some time to break for lunch.

## **Blue Cards**

Scoutmasters: Blue Cards must be brought to the Camporee for youth who wish to sign up. Please share the opportunities with your youth prior to the event to gauge interest.

## **Prerequisites**

Scouts interested in the Merit Badges, must bring their pre-requisites to present to the Merit Badge Counselors at the Camporee.

## **Merit Badge Counselors:**

Dale Opgenorth: Scouting Heritage  
Mydasias Zipperer: Chess



# Saturday Evening

## **SERVICE PROJECT**

- 4-5 pm Saturday evening.
- Will promote appreciation to Pinecrest Village.
- Please bring Work Gloves.
- Smaller Groups will be created for multiple projects.

## **COSTUME PARTY/HALLOWEEN DANCE**

- Music by Bob Pankratz, Valders Troop 918.
- Wear Costumes (Youth & Leader)
- Voting for Best Costume by attendees.
- Costumes must be modest and age appropriate. No Gore, Blood or Guts.
- Masks are okay, as long as they are appropriate.
- If unsure if it is appropriate, please reach out.

## **HAUNTED TRAIL**

- Trail starts by Dance Hall.
- The Haunted Trail will be age appropriate.
- Strobe Lights and other special effects may/will be used.

## **DISCLAIMER FROM RESPONSIBILITY**

- Troop 925, Lakeshore District, Bay-Lakes Council and the Manitowoc Historical Society are not responsible for lost personal items or Merit badge pre requisites, i.e. patch collections.
- Particularly, Troop Leaders, please help your youth with valuables (such as a patch collection) if they are interested in the merit badges.

# Sunday Spirits

## **FAREWELL & SPOOK-O-REE SPIRIT AWARDS**

- ❖ 8:45 - 9 am Farewell at the School House Flag Pole.
- ❖ Throughout the weekend, Troops will be judged for:
  - Scout Spirit - Troop
  - Scout Spirit - Individual
  - Troop Teamwork
  - Troop Campsite Decoration
  - Excellence in Action (High Score of Activities)
  - Best Costume (Voted on By Your Peers)
  - Overall Best Troop Participation
- ❖ Awards will be handed out at the Farewell.

## **SCOUTS OWN SERVICE**

- ❖ 8:30-8:45 am at the Village Chapel
- ❖ This service will be a non-denominational Scouts' Own Service for those who wish to attend.
- ❖ A Scouts' Duty to God should always remain prevalent in their daily life. A scout is reverent.

## **DEPARTURE**

- ❖ Units will clean up their campsites and leave them better than they found them!
- ❖ Cars are not allowed in the grounds except for the towing vehicle.
- ❖ Please police the grounds for trash.
- ❖ Check Out will be with a Troop 925 member who can be found at the Meeme House.

## **APPRECIATION**

- Thank you for attending the Historic Haunts Spook-O-Ree!
- All participants will be receiving a patch for the event.



# SCHEDULE OF EVENTS

## Friday

- 5-8 pm Arrival at Pinecrest Village
  - Meet Greeters at Entrance Near McAllister House for Instructions
  - Check-In at Meeme House
  - Set-up Campsite
  - Troop Dinner in Campsite
  - Theme Decoration in Campsite
  - Troop Time in Campsite or Village
- 9 pm SPL & Leader Meeting *with Cracker Barrel* in Dance Hall
- 10 pm Quiet time
- 11 pm Sleep

## Saturday

- 7 am Awaken
- 7 -8:45 am Breakfast by Troop in Campsite
- 8:45 - 9 am Flags & Announcements by School House - Wear Class A (Field Uniform)
- 9-10 am Period Correct games - Change to Class B
- 10 am to 4 pm Open Programming
  - *Lunch by Troop in Campsite Anytime 10-4 pm - keep in mind scouts with Merit Badges*
- 4 - 5 pm Service Projects (Bring Work Gloves)
- 5 - 7 pm Dinner with Troop in Campsite
- 7 - 9:30 pm Costume Party - Dance Pavillion
- 8 - 9:30 pm Haunted Trail - Entrance Near Dance Pavillion
- 9:30-9:45 pm Return to Campsites
- 10 pm Quiet Time in Campsite
- 11 pm Sleep
- 

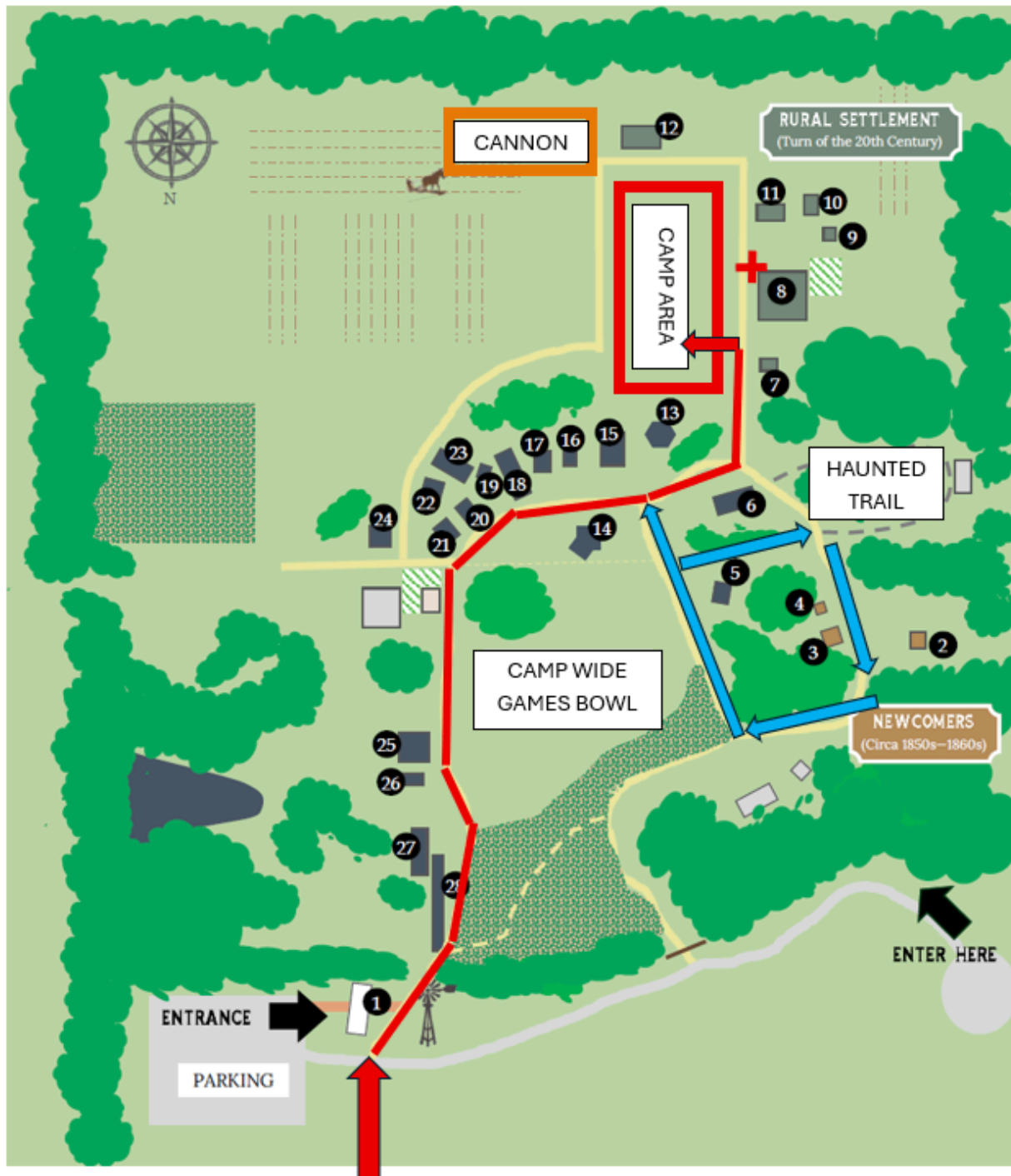
## Saturday Merit Badge Schedule

- 9 am - Noon Scouting Heritage Merit Badge (Morning Group) - Town Hall
- 10-Noon Chess Merit Badge with Break for Lunch. - Location to be announced at Flags
- 1 - Completion Chess Merit Badge continued with Chess Tournament.
- 1 - 4 pm Scouting Heritage (Afternoon Group) - Town Hall

## Sunday

- 7 am Awaken
- 7 am Breakfast, Pack, Clean Up in Campsite
- 8:30 - 8:45 am Optional Scouts' Own at Chapel - Lead by Scouting Youth
- 8:45 - 9 am Farewell & Awards at School House Flag Pole
- 9-11 am Pack Up, Police Site, Check Out with Troop 925 member at Campsite.

- 11am All Troops Departed



Entrance for trailer with single vehicle into park. All other vehicles must stay in normal park parking lot

## MAP KEY

- |                                      |                          |                        |  |
|--------------------------------------|--------------------------|------------------------|--|
| 1 McAllister House<br>Welcome Center | 8 Meeme House            | 16 Rockwood Fire House | 23 Medical Office  |
| 2 Helle-Thompson Cabin               | 9 Chicken Coop           | 17 Rank Dress Shop     | 24 Cheese Factory  |
| 3 Kunze Cabin                        | 10 Granary               | General Store /        | 25 Blacksmith Shop /   |
| 4 Petzold Smokehouse                 | 11 Livery Stable         | 18 Meat Market         | Carpentry Shop   |
| 5 Sorenson House                     | 12 Krueger Mill          | 19 Kummer Smokehouse   | 26 Harness and Shoe Shop   |
| 6 Shadyside School                   | 13 Nennig Dance Pavilion | 20 Newton State Bank   | 27 Collins Depot   |
| 7 Meeme Poll House                   | 14 Niles Church          | 21 Land and Law Office | 28 SooLine Locomotive and<br>Caboose   |
|                                      | 15 Two Creeks Town Hall  | 22 Print Shop          |  |
|                                      |                          |                        |  Carsten Makerspace |



Restrooms are located at the McAllister House Welcome Center (accessible), behind the General Store, and at the Meeme House (accessible).



First Aid kits and an AED are located at the McAllister House Welcome Center and the Meeme House.

**8:** Health Office, Check-in, and Leader Meeting

**13:** Dance Pavilion for Saturday Evening Activities

**15:** Traveling Scout Museum and Scouting Heritage Merit Badge

**25:** Blacksmith

**12:** Canon demo area