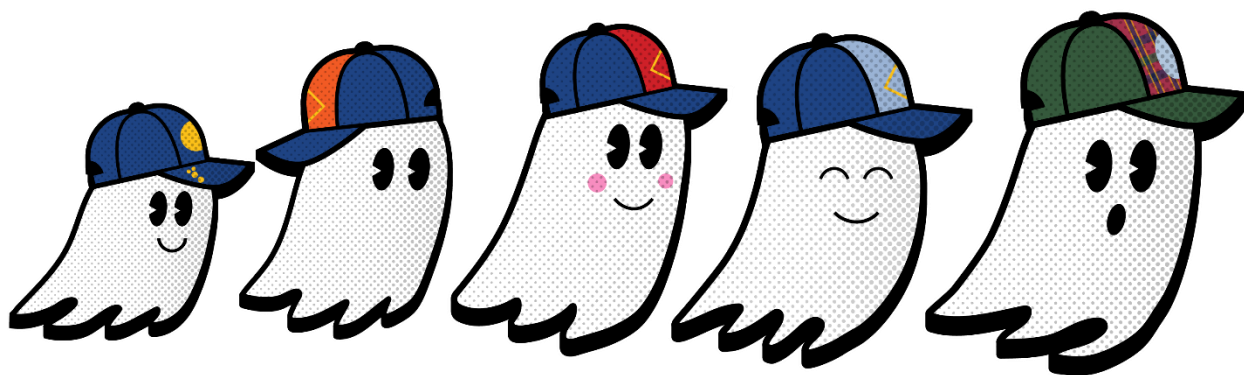

HAUNTED ADVENTURE 2024

PARTICIPANT GUIDE

Camp Tahuaya – October 18-20

Welcome to Haunted Adventure at Camp Tahuaya! Join the Haunted Adventure Staff for BB Gun shooting, Archery, Pumpkin decorating, Festival games, and a Spooky Haunted Trail. Wear your favorite costume and get spooked by ghosts from the great beyond, alien invaders, mad scientists, hungry zombies, and more - Scary FUN lurks around every corner!



EMERGENCY NUMBERS:

- Council Staff: Rebecca Kowalski – 817.231.8551
- Council Staff: Kate Newcomb – 817.231.8503
- Council Assistant Scout Executive: Scot Fuller – 817.231.8508
- Scout Executive: Wendy Shaw – 817.231.8506

CHECK-IN STARTS ON FRIDAY, CONTINUES SATURDAY MORNING

- Please send ONE representative to the Dining Hall as soon as possible to complete event check-in. They should be polite and wait if there is a line. To minimize waiting time, please follow the following procedures:
 - Register and pay all fees online
 - Complete all paperwork in advance
 - Printed Unit roster
 - Medical forms (Unit leader keeps on file)
- Check-in starts Friday from 6pm-10pm and will resume on Saturday morning from 8am-10am.

VEHICLE TRAFFIC:

- Please park your vehicles as instructed by the Campmasters. All facilities are within walking distance.
- **We will be having you park first and gather as a unit.** Then please send a leader to the Dining Hall for check-in.
- Please remind the drivers in your unit of the need for safety. DRIVE SLOWLY in camp always. Encourage your members to carpool, when possible, to help reduce traffic.
- Riding in the beds of pickups is strictly prohibited. Do not drive off-road.

CAMPFIRES:

- There is a burn ban – cooking fires and fires for warmth only.
- Propane stoves and charcoal cooking are allowed.
- Please use established fire rings, according to Leave No Trace Principals.

MEALS:

- Meals will not be provided. Please be prepared to provide your own food for your unit or family.

WHAT TO BRING FOR THE DAY:

- Water (Water will be available on camp but we still ask that you bring your own)
- Wagon for personal gear and small children on the Haunted Hike
- Camp chairs
- Close-toed shoes
- Bug spray
- Snacks
- Toilet paper/wipes
- Jackets
- Flashlight/headlamp (adults only please on the Haunted Hike)
- Rain gear (if needed)
- Camping gear if camping.



VOLUNTEERS:

- Volunteers are always needed and welcomed to help run Fall Festival activities, assist on the BB Gun & Archery ranges, cook dinner, clean-up dinner, and Sunday chapel service.
- See the volunteer list at check-in.

LEAVING CAMP ON SUNDAY:

- Please remember a Scout is clean and leaves a campsite in better shape than they found it.
- Remember to completely douse your charcoal.
- Practice Leave No Trace principles by packing out your campsite trash. Pack in – pack out.
- Camp closes at 10:00 a.m.



LEAVE NO TRACE:

- As Scouts we have all been introduced to the principles of Leave No Trace. As you participate in the Haunted Adventure, please be a good steward of our natural resources by being respectful of nature and wildlife. Practice these key Leave No Trace principles:
- Travel on Durable Surfaces – Use trails and hard surfaces when possible. Have your group spread out when off trail to avoid creating new trails. Walk softly and avoid damage to plant life. Be sure to stay on the trail if it is muddy or wet. If you walk around the muddy section, it widens the trail and causes further erosion.
- Pack-it-in, Pack-it-out – Carry out all your trash. Don't leave snack wrappers, water bottles, etc. Be careful not to drop "micro-trash" along the way. Micro-trash is small pieces of trash such as bottle caps or strips of wrapper torn off when opening a snack. Pick up any trash that you find.
- Leave What You Find – Don't take souvenirs... Except for trash – pack it out.
- Respect Wildlife – Don't disturb wildlife or livestock, observe from a distance. Never feed wildlife.
- Be Considerate of Other Visitors – Keep the noise level down – so that everyone can enjoy the surroundings.
- Read more about these and other principles of Leave No Trace in your Scout Handbook.

PROHIBITED ITEMS: firearms, non-service animals, alcohol, illegal substances, and fireworks.

CAMPING:

- Units may camp Friday and/or Saturday night. If you are planning to camp, you MUST pre-register. Camping will not be limited to one unit per campsite. If your unit is planning to arrive on Saturday, please be ready to send a unit leader to the dining hall for check in. Campsites are assigned by the council based on unit size.
- Campsite assignments will be emailed before the event. Campsite assignments are also available during check-in.
- Please follow these guidelines in the main camp:
 - No tents in shelters.
 - Please do not park in campsites. Unload your gear and move your vehicle to a parking area.
 - Please do not park in someone else's campsite.
 - Check out is no later than 11:00am on Sunday.
- Water will be on at latrines in campsites. Water is always available at the all-weather faucet located at the Trading Post. Provide your own containers.

HAUNTED ADVENTURE SCHEDULE

FRIDAY

6:00pm – 10pm: Arrival check-in (Dining Hall)

After 10pm: Check-in will be closed. Please go straight to your assigned campsites.

SATURDAY

8:00am: Camping and Day Trip Check-in Begins (Dining Hall)

9:30am: Field Games, Ranges, Craft Areas Open

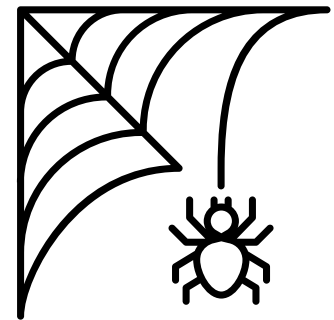
12:00pm: Break for lunch.

1:00pm: Field Games, Ranges, Craft Areas Reopen

1:30pm-3:30pm: Balloon Twisters available near the Makerspace

4:30pm: All activities close, ranges are closed.

The Haunted Trail will begin after the sun goes down (about 8:30 pm). Each walk lasts about 20 min. You will be assigned a walk time at check-in.



SUNDAY

9:00 am Pack up camp

11:00 am Camp Closes

HAUNTED TRAIL SAFETY RULES

Bring water and bug spray.

Walkers must stay in the MIDDLE of the trail.

Adults may take flashlights to see the trail. Please be considerate with your flashlight usage.



Please turn lights off when approaching a station. You may leave it on if you do not wish to be scared, but you must point it at the ground.

Walkers and hunters may not shine lights in anyone's eyes – ever!

No throwing things at the hunters.

DRESS WARMLY IF THE WEATHER IS CHILLY. Cold & wet Cubs are not happy campers!

HAUNTED ADVENTURE

LONGHORN COUNCIL, BSA