



Creepy Hollow

A Howl-O-Ree Event

Once a year, the horseman rides, and this night he could be looking for you!

The Heart of Virginia Council invites all Cub And Webelos Scouts to visit

At

Cub and Webelos Adventure Camp

Maidens, VA

&

Creepy Forest

A Howl-O-Ree Event

At

Albright Scout Reservation

Chesterfield, VA

Attendee Information

Creepy Hollow & Creepy Forest*

Howl-O-Ree Events

Schedule

Saturday

<u>Time</u>	<u>Activity</u>	<u>Place</u>
9:00 – 10:30am	Check-In	Welcome Pavilion
11:25am	Opening Ceremony	Flag Plaza
11:30am	Lunch <small>(for those that purchased the meal plan)</small>	Dining Hall
12:00 – 5:00pm	Open Program	See Event List
5:45pm	Flag Lowering	Flag Plaza
6:00pm	Dinner <small>(for those that purchased the meal plan)</small>	Dining Hall
7:00 – 7:45pm	Campfire	Amphitheater
8:00 – 9:30pm	Haunted Activities	See Event List
10:00pm	Lights Out	Your Campsite

Sunday

<u>Time</u>	<u>Activity</u>	<u>Place</u>
7:45am	Flag Raising	Flag Plaza
8:00 – 8:45am	Breakfast <small>(for those that purchased the meal plan)</small>	Dining Hall
8:50am	Chapel Service	Cochran Chapel
9:15 – 10am	Pack-Up/Checkout Pick up Medical forms Turn in evaluations	Administration

*An updated schedule will be provided for Creepy Forest

What to Bring

PERSONAL GEAR

Copy of Health Form Parts A & B only
Available at www.cubadventurecamp.net
(No MD signature required)
all attendees must have on file

Sleeping Bag/Pillow/Cot/Air Mattress
(cot/mattress provided in roofed housing)

Rain Gear (watch the forecast!)

Hat

Light Shoes/Light Hiking Boots

Warm Jacket

Change of Clothes

Extra Socks

Personal Toiletries

Sun Screen

Bug Spray

Handbooks

Field Uniforms (formally class A) for Scouts and Registered Leaders

Song/Skit/Cheer Books

Skit Props

Water Bottle

Personal Cup

Halloween Costumes

Please leave electronic devices at home, especially the youth.

CAMPING GEAR

Tent/Ground Cloth/Stakes/Stake Driver

Extra Light Rope

Folding Chairs

Trash Bags

Fishing Gear

Water container for camp/housing site

Water Cooler

First Aid Kit

OTHER

Snacks are available for purchase at the Trading Post.

Firewood: Collect firewood locally in camp, please don't bring firewood from elsewhere.

This prevents the spread of insects and disease. Please collect dead and downed timber and do not bring chainsaws. Use the downed, dead wood that is around camp.

Attendee Information

PARKING

GENERAL: Vehicles are required to park in the designated parking lot only (above Welcome Pavilion). All roads must remain open for Emergency Vehicles at all times. We will have unloading passes for your vehicle to use to unload at your campsite. After unloading your gear, please move your vehicles to the parking lot. **NO VEHICLES MAY BE LEFT IN CAMP!** Vehicles need to be out of campsites as quickly as possible for safety of campers.

LATE ARRIVAL: After 11:30 AM, the camp gate will be closed. Campers **arriving after 11:30 AM** will take their gear to their campsite by carts.

HANDICAPPED PARKING - Requests for special parking passes for medical conditions will be made on a case-by-case basis. Special passes must be requested in advance and will be issued on the day of the event. We prefer to discuss the request prior to October 16 to allow for the greatest degree of accommodation. Every reasonable effort will be made to accommodate those with physical disabilities or special needs.

Activities will begin when all vehicles are out of camping areas, parked and secured in the designated parking area.

VEHICLE IN CAMP

- o Vehicle Speed – Drivers must exercise EXTREME caution when operating motor vehicles on camp property. **IN-CAMP SPEED LIMIT IS 5 (five) MPH** or the speed of a walking person. Cubs are there to have fun in a vehicle free environment.
- o Passengers are not allowed to ride in back of pickup trucks.
- o You must have an unloading pass (in your check-in packet) before you can enter camp.

CAMPING

Your Campsite

When you arrive, you will check in at the Welcome Center. Campsites are on a first come, first served basis. Housing assignments selected during registration will be labeled on the actual buildings and you will be informed about these at check-in as well. Every attempt will be made to keep attendees of the same pack in the same general area.

Campers are responsible for the following:

- o Trash removal from camp.
- o Campsite cleanup to be equal or better than you found it.
- o Leave No Trace:
 - Wood is returned to the woods.
- o Please do not bring your own wood.
- o Camp safety and adherence to BSA policy found in “Guide to Safe Scouting.”
- o Please police the bathrooms and keep them clean. Be sure the kids flush! Report any problems.
- o Quiet time starts at 10PM to 6 AM.

Tenting

- o Tent trenching is not allowed.
- o Tent platforms in Baloo Village must not be moved, do not play on tent frames.
- o Usage of Extension cords that are properly grounded and meant for outdoor use are allowed.
- o All liquid petroleum must be used by adults, and stored outside
- o Open flames in tents are prohibited. Please use only flashlights within tents.
- o Propane is not allowed in tents.

CAMPFIRES (upon arrival, you will be notified if there are any restrictions)

- o **ALL CAMPFIRES MUST BE IN FIRERINGS OR AREA APPROVED BY CAMP RANGER.**
- o **DO NOT BRING FIREWOOD FROM HOME IT CAN DISEASE OUR FORESTS!**
- o Elevated fire barrels or fireplaces ARE NOT ALLOWED.
- o A campfire has to be monitored at all times by adults.
- o A fire bucket must be present at all campfires.
- o Campfire must be cool to the touch before it is left unattended.
- o Where charcoal and charcoal lighter fluid is used, the lighter fluid must be used by adults and stored outdoors.
- o Do not leave firewood stacked for other campers – Stacked wood or wood in the grass can harbor snakes or other pests.

AFTERNOON ACTIVITIES

During the afternoon from noon until 5pm we will be offering a wide variety of programs. You can go to any of these activities at your convenience. You can view the App for more details about these activities and where they are located.

EVENING ACTIVITIES

At 8pm we will begin our haunted activities. These programs range in their scary factor. Please view them on the App for details regarding where they are located and how Scary they are. None of the activities are designed to be very scary.

CAMP WIDE CONTESTS

Be sure to visit the Contest section on the App to view all the details about the Hunt for the Golden pumpkin contest and the Costume Contest. Please remember that the winners of the Costume contest will be announced at the Saturday night campfire. Be sure to visit the Trading Post in costume to be considered in this contest. Judging is from 3PM – 5PM.

DINING HALL FOOD SERVICE (Creepy Hollow ONLY)

We are limited in the number of people we can serve in the Dining Hall at an event of this size. If you would like to have food provided, please purchase the meal plan when you make your registration.

INCLEMENT WEATHER

In case of inclement weather, activities may be interrupted by dangerous lightning. If this occurs take shelter in the nearest large wooden structure and avoid being out in the open. Ship and castle are not safe, but the Jamestown Fort is. The Dining Hall and the Welcome Pavilion feature lightning protection.

UNIFORM

Field Uniform for Retreat is preferred unless you are wearing a costume.

FIRST AID and Health Forms

All attendees must have a medical form on file at the first aid office, unless you are not camping overnight. Please bring a **copy** of your BSA medical form, parts A and B. BSA medical form is available on the Cub Adventure Camp website. No physician signature is needed. If these forms are left at camp they will be destroyed after the event, per federal law, PLEASE DO NOT BRING ORIGINALS.

A first aid station will be located at the Administration Building. Someone is always in the Administration Office unless it is during meals.

OTHER CONCERNS

- o Please leave pets at home, service dogs excepted
- o Axes and hatchets are only used by adults; no sheath knives (this includes adults).
- o **No rock throwing, except at rock-throwing range.**
- o Liquid fuels are permitted in camp for use only by adults. All fuels must be stored outdoors away from open flame. Charcoal chimney use is strongly encouraged.
- o Firearms and fireworks are have no place in camp.
- o Radios and **electronic devices are strongly discouraged**. The staff will use either radios or cell phone to communicate.
- o Alcohol, firearms and unlawful drugs are not permitted on camp property.
- o Tobacco use by adults in the presence of youth is a violation of BSA policies. Welcome Pavilion Parking Lot is the designated smoking area.

Rules of the Event

All Campers and Staff are expected to observe BSA and camp policies and those outlined below.

These are the rules to make your stay in camp safe and pleasant.

Scouting rules are design for two reasons:

- #1 SAFETY
- #2 TO enhance your program experience.

- **BUDDY SYSTEM** rules!
Cubs and adult partner should remain together. Cubs are always in sight of an adult.
- The **Emergency Signal** will be a siren from the camp administration area. If it should sound, **EVERYONE** must report to the Dining Hall immediately.
- **Clean campsites** is a Scouting way of life. Pick up hazards, trash and store any “eatables” and “smellables” away from critters. Pack out your trash.
- **NO ONE**, (camper, adult or staff) may ride in the back of a pickup truck, even with a shell. Seat belts are to be worn by all.
- **ALL vehicles must be parked in the designated parking lot.** Respect and follow the vehicle rules. Cubs want their adventure away from what they see in the driveway at home.
- Camp wide **Speed Limit is 10 (ten) MPH.** The Cub’s life you save may be your own scout.
- **NO flames** inside tents. Cubs will not handle matches or lighters.
- **NO liquid** fuel is permitted; however, propane lanterns and appliances may be used by adults, but only outside of tents or sleeping quarters.
- **FIRES**, only if there is **no FIRE BAN!** And **only in camp fire rings.**
- **NO cutting** or trimming of live or standing trees.
- **NO sheath knives, axes or hatchets** for Cub Scouts (not recommended for parents either).
- Use of **tobacco** products is prohibited in front of youth **AT ANY TIME** whether in building, tests or programs areas, the upper parking lot is the only approved smoking location.
- **Damaged** equipment or tents must be paid for at check-out.
- A **Scout is courteous. Be on time** for group gatherings. Plan ahead and make the walk part of the plan.
- **Respect** other parents and Cubs camping near you and observe **quiet time** from **10:00 PM until morning.**
- **Drugs, alcohol and firearms** are not permitted on camp property

ADVANCEMENTS

Activities of this event are designed for the Cub Scout and their adult partner to have fun. Some of the activities can be applied to advancement requirements, however Akela is responsible for taking care of approval.

Please Note: Shooting sports cannot complete their advancement requirements due to time constraints. The focus of the Range Masters is to allow every Cub Scout to shoot at least one time on their range. BSA requires that they cover safety every time a Cub Scout approaches a BB or Archery Range, we apologize for any waits you might encounter.