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Welcome to Ghosts and Goblins 2026 @ Camp Karankawa

Welcome to Camp Karankawa! There will be so many fun activities and new experiences at camp and your leaders and Camp Staff are here to help you! Bay Area Council programs are organized and put on by volunteers in Scouting America. Some programs are run by Scouting America youth and their leaders. If you need assistance or have questions, just ask us.

On behalf of the Bay Area Council, Scouting America, thank you for joining us and for everything you do to make Scouting possible. As you enjoy the weekend, remember that safety, Youth Protection, the Scout Oath, and the Scout Law are at the heart of everything we do. Explore every activity we have to offer at Ghosts and Goblin, try something you've never done before, take lots of pictures, make new friends, and most importantly - have a great time!

Welcome to Ghosts & Goblins 2026!

Address

Camp Karankawa

3249 Farm to Market Rd 1459, Sweeny, TX 77480

Event & Emergency Contact Information

Event Contacts

CAMP DIRECTOR

Leah McWhinnie

832-723-8786 or 713-443-1852

PROGRAM DIRECTOR

Diana Golemo

571-215-8072

MEDIC

Jacob Musule

713-419-5326

Emergency Contacts

For emergencies, please dial 911 immediately, then notify the Medic and Camp Director

Medical or Fire Emergencies 911

Poison Control 1-800-221-1222

Brazoria County Sheriff Dept. (non-emergency) 979-849-2441

Sweeny Community Hospital (non-emergency) 979-487-9070

Old Ocean Volunteer Fire Dept. (non-emergency) 979-487-9077

Before you Arrive

PACKING LIST

- Class A uniform & Class B t-shirt
- Closed-toed shoes (**no Crocs allowed**)
- Camp chair
- Reusable water bottle or canteen...water stations will be placed throughout the activities area.
- Tent, sleeping bag, sleeping cot, and ground tarp
- Food, if not provided
- Cooking gear
- Day pack
- Tools - flashlight, knife (Must have knife safety Adventure Card)
- First Aid kit
- Sunscreen
- Rain gear, if needed
- Light jacket or hoodie (if needed)
- Hat or cap
- Bug spray
- Toiletries, towel, Ziplock bags for dry or dirty clothes
- Money for Trading Post

Annual Health & Medical Record (Health Forms)

All event participants (youth and adults) must complete Scouting America's Annual Health & Medical Record (AHMR) parts A (Informed Consent) and B (Health History). Part C is not required. The AHMR form can be found at this link: [Health Form A, B 1&2](#). AHMRs will be collected by your unit and must be available at the event.

Arrival & Check-In

Check in at Leader's Lodge on Friday night from 5 pm to 8 pm or Saturday from 8 am to 10 am.

The following items will be distributed during check-in: color bracelets for program schedule, lunch bracelets (if lunch is elected), program schedule, and purchased t-shirts. Event patches will be distributed at check-out. Please reference the check-out section of this guide for more information.

Parking is at the lot immediately past the Leaders Lodge (Flop Jackson or point 2 on the Map).

All camp leaders, Scouts, family members, and staff must check in and out when arriving to or leaving from camp. Camp programs are designed and intended for registered members and the adult leaders who will be working with them. Visitors to Scouts BSA programs will be asked to stay in the Leader' Lodge at all times with a designated wristband.

CAMPSITES

All Packs will be camping in **Campsite 1**. Troops and volunteers will receive campsite assignments within 72 hours before the event. Our goal is for camp to be available to all Scouts who wish to enjoy our camp experience. As such, units may be required to share campsites.

Wristband Colors

Colored wristbands will be assigned for Range and Target activities. Those who ordered lunch will all receive a separate wristband.

Bathroom assignments are for cleaning purposes only. Each Pack is responsible for taking care of and cleaning a restroom before they leave, but they can use any restroom unless otherwise stated on the outside of the door.

Color	Archery	BB's
Red	9:00a-10:00a	10:00a-11:00a
Blue	10:00a-11:00a	11:00a-12:00p
White	11a-12:00p	9:00a-10:00a
Yellow	2:00-3:00p	3:00p-4:00p
Purple	3:00p-4:00p	4:00p-5:00p
Black	4:00p-5:00p	2:00p-3:00p

Safety and Emergency Procedures

Emergency Drills:

When you hear the camp bell/siren, you must IMMEDIATELY assemble your party / unit at the flag poles in front of the Dining Hall/HEC and have a head count ready. Instructions by supervised staff will follow.

Fire

1. Mobilize your party to a safe area. Send an adult leader to the Leaders Lodge or HEC to report the location of the fire or call the Camp Director.
2. Under no circumstances shall volunteers / participants attempt to fight a fire that has passed the incipient stage (that which can be put out with a single fire extinguisher), nor shall volunteers / participants attempt to enter a burning building to conduct search and rescue. These actions shall be left to emergency services professionals who have the necessary training, equipment, and experience (such as the fire department or emergency medical professionals).

Lost Camper

1. Report the situation to the Camp Director
2. The Camp Director will provide further instructions.

Personal Accident

1. Give immediate first aid.

2. Report accident to First Aid Station at the HEC.
3. Medic will administer further first aid and complete the incident report (if necessary).

Severe Weather / Storm

1. Be Prepared! Please pack rain gear and extra clothing for your Scout. Secure your tent. Ensure tents are properly guy-lined to prevent rain from entering. In the event of Heavy Downpours:
2. In the event of extreme weather, the Camp Director will evaluate conditions and determine the safest appropriate response. Actions can include performing an accountability check, sheltering in place, moving campers and staff into personal vehicles, or in rare instances, camp-wide evacuation.
3. Follow Instructions. Program staff will provide clear directions. The designated Shelter-in-place area is the Dining Hall/HEC. If heavy rain is short-lived, we'll take temporary shelter and resume activities once it passes. We may relocate activities and make minor adjustments to ensure everyone's safety and enjoyment.

Encounters with Wildlife

Camp Karankawa is home to many types of birds, fish, and wildlife. Seeing animals in their natural habitat is always a pleasure, but it is wise to remember that they are the permanent residents of the

camp while you are only a visitor. Treat them with respect, give wildlife enough space so they will not feel threatened by your presence. Most conflicts between people and wildlife are linked to careless handling of food or garbage.

In the event an individual is injured by wildlife, provide first aid then please report the incident to the First Aid Station at HEC immediately. For additional information or assistance contact the Camp Director.

Intrusion of Unauthorized Persons

If anyone is found without identification or a colored wristband, contact the Camp Directors immediately. Do not approach them directly, let staff handle this situation. Remove youth. Do not lose sight of the intruder if possible.

Health and Medical

ALL medication for both youth and adults must be kept with the Pack or Troop or Parent and dispensed appropriately by the designated adult. The adult designated to dispense youth medication is required to complete the Routine Drug Administration Record and be prepared for the camp medic to review it. The medic can be reached in the Health or by anyone with a walkie talkie. Battery power for medical devices is allowed in certain areas. Consult the Camp Range or Medic.

Event Policies

Prohibited items:

- **SMOKING/VAPING** - Adults are not permitted to smoke around Scouts, in buildings or tents. A designated smoking area is provided between the Leader's Lodge and Flop Jackson parking area, or in your personal vehicle only.
- **WEAPONS, FIREARMS & KNIVES** - It is the policy of the Bay Area Council that no hunting, sheath knives, fixed-blade knives, switch blades are allowed at camp. No personal firearms or ammo are allowed. No fireworks of any kind are permitted in camp.
- **ALCOHOL & DRUGS** - Alcohol and federally declared illegal drugs/substances are not allowed at any time.
- **PETS** - No pets are allowed in camp. Only service animals as defined by the ADA and TX state law are permitted.

Leadership

All units must have proper adult leadership in camp at all times and must follow ALL YOUTH PROTECTION GUIDELINES. No one-on-one contact between adult leaders and youth members is allowed.

Buddy System

Scouts must be instructed to use the buddy system when hiking or exploring around camp and are encouraged to inform their leaders of their plans when leaving their campsite.

Quiet Hours

A Scout is courteous. Quiet hours are 10 p.m. to 6 a.m.

Staff Cabins

Cabins are reserved for staff only. Scouts and adult leaders cannot enter cabins.

Phones & Wifi

Phones can be a great way to enhance an outdoor Scouting experience, but they can be a challenge to manage. Phones are only to be used by adults or youth if your unit leader approves of them. Wifi is available while at camp for educational purposes. Please visit the Leader's Lodge for login information.

Electric Cars

There are no charging stations. If you are bringing an electric vehicle, please ensure it is adequately charged for the duration of the camp.

CPAP Machines

There is no electricity at any of the campsites. Please bring a battery operated CPAP machine if needed. Alternatively, bring your own power source for your CPAP machines. No extension cords allowed for safety reasons.

Sandals / Shoes

It is the policy of the Bay Area Council that closed-toed shoes must always be worn at camp, except while at the shower house. **No Crocs allowed.**

Vehicles

The camp speed limit is 10 mph. No passengers will be permitted in the beds of trucks. All passengers must be seated inside the vehicle. Seatbelt use is required in camp in accordance with national policies. We require that you keep your vehicle in the designated parking areas at all other times. Limiting the amount of driving that goes on in camp makes the trails safer for all of us.

Leave No Trace / Trash Disposal

Camp has been used and enjoyed by Scouts for many years. As caretakers of this property, we ask that you be aware of your impact on the land so future generations can enjoy our camp. Please dispose of all litter by placing ALL trash in a bag and drop it at the dumpster near Cub World on your way out of camp. It is everybody's job to keep camp litter-free. If you are at a week-long camp, trash pickup is near the Scout bathhouse, to be picked up by 5 p.m. each day.

Campfires

Campfires are permitted unless a burn ban is in effect. Firewood is available. You may only gather small, dead branches and sticks around your campsite. Camp is a great place to teach Scouts fire safety. Each unit should complete and use the Unit Fireguard Chart. These will be provided at camp. Fires must always be attended. There are two 5-gallon buckets at the entrance to each campsite. Your campsite fire barrel should always be filled with water. Please refill if it is empty. If a fire is out of control, the Camp

Ranger is the only one designated to handle it. As a leader, it is your job to account for and evacuate your Scouts. Unit-supplied gas stoves may be used under adult supervision. No open flames in tents are allowed. No candles, portable heaters, or generators are allowed. Propane stoves and lanterns are allowed.

Personal Property

Camp does not assume responsibility for damage or loss of any personal property.

Drones

Camp requires all use of drones to be in compliance with FAA regulations, including keeping them within line of sight, flying no higher than 400 feet, and not to be flown directly over large gatherings of people. Do not conduct surveillance or photograph people in areas where there is an expectation of privacy without the individual's permission. Campers must comply with Scouting America Drone Standards. (Advanced approval is required.)

Photos and Videos

Pictures and videos may be taken of your Scouts while at camp but you must follow Youth Protection Guidelines at all times.

Social Media

We have Facebook. We do post videos and pictures of Scouts at camp. If you have photos or videos that you would like us to share, please email them to the Camp Ranger.

Program Guide

Tent Decorating

Decorate your tent in Halloween themes and win prizes. Judging will occur during dinner time on Saturday. Awards announced at Monster Mash Dance Party on Saturday evening

Costumes

All kids are encouraged to wear costumes that are family friendly and will not interfere with their ability to participate in activities. Masks, capes, anything strapped across their bodies will have to be removed before they can participate in range activities. There will be a costume contest at the Monster Mash Dance Party with prizes!

Crafts

The craft stations are open to scouts and siblings of all ages. Parents, please be on hand to help your scouts with their creations. Some crafts will be available to take and complete later. Crafts will be placed around the Pavilion and include:

- Zip Line Ghosts
- Lollipop Ghosts
- Monster puppets
- Halloween Friendship Bracelets
- Picture Frames
- Mini Pumpkin Chunkin (catapult craft)

- Pumpkin Volcano
- Pumpkin Painting
- Toilet Paper Roll Bats
- Halloween Windsocks
- Mummy Craft
- Tattoos

Games

Games are open to scouts and siblings of all ages. Volunteers will be at each station to help scouts complete halloween related activities.

Games will be around the Pavilion and include:

- Pumpkin patch relay
- Spider Web Challenge
- Pumpkin Sweep
- Witch Hat Ring Toss
- Skeleton Target Throw
- Fortune Teller
- Pumpkin Bowling

Fortune Teller

Get your fortunes read by our spectacular Psychic and then stop by our tattoo artist for a “permanent” souvenir of your weekend! Meet our Fortune Teller and Tattoo Artist at the Pavilion.

Ghost Hunting

There are Ghosts haunting our camp! Find ONE ghost and bring it to the Prize Center for a special prize!

Photos

Photo opportunities will be available all around camp.

Range and Target Activities

- BB-Guns
- Archery
- Sling Shots

Camp offers three different Target Activities: Archery, BB-Guns, and Slingshots. No personal firearms or ammunition allowed on camp property. There are no scouts or siblings allowed on the BB-gun range if they are Lion (Kindergarten) age or below. No exceptions. Archery and Slingshots are open to Kindergarten age and above, but no younger siblings are allowed. No exceptions.

Pumpkin Patch

The pumpkin patch will have pumpkins for painting and scouts and siblings are allowed to have 1 pumpkin.

Haunted Trick o' Treat Trail

Head down the Trick O' Treat Trail and discover a new part of Camp K while also gathering treats at designated stations. **Must have six essentials.**

Haunted Cemetery

Just past the Trick O' Treat Trail there is a haunted cemetery for our older scouts to brave. **Must be Bear rank or above.**

Monster Mash Dance Party

This year we will have a Saturday evening dance party. Come dressed in your costumes for a costume contest!

Parents should be with their children at all times at all activities.

These activities are on your own time. If you finish with pumpkins, or your kids are too young for the ranges, please feel free to take advantage of all the games and crafts.

Schedule

Friday Night – Registered Campers Only

5-8 p.m. Check-In – Leader's Lodge

7 p.m. Range Assistant meeting/training – HEC Pavilion

7 p.m. Movie and popcorn - Pavilion

9 p.m. Leaders Meeting (**1-2 Adults per unit**) – HEC

9 p.m. Gates Close

10 p.m. Staff Meeting – HEC

10 p.m. Lights Out

Saturday – All Attendees

8 a.m. Gates Open

8-9 a.m. Check In for Saturday arrivals –

8:30 a.m. Opening Ceremony – **Flags at HEC**

9 a.m. - Noon Program Activities

Noon Lunch Break – Paid Lunch at Health Education Center (HEC)

– All program areas closed *Canteen/Scout Shop will be open around lunch time*

2-5 p.m. Program Activities

5:15 p.m. Closing Flags

5:30 p.m. Dinner in your campsite

7 p.m. Monster Mash Dance Party and costume contest

9 p.m. Return to campsite or Home

10 p.m. Gates Close

Sunday – All Saturday Night Campers

8 – 10 a.m. Check-Out – Cub Pavilion (Cub Events)

(Remember to pick up your Medical Forms, complete the survey and receive your Patch)

8:30 a.m. Scouts Own Worship Service – Camp Karankawa Chapel

9-11 a.m. Pack Up

11 a.m. Gates Close

MAPS

[2026 Ghost and Goblins Activities Map](#)

Check Out Procedures

LATE ARRIVALS & EARLY CHECK-OUT

Anyone arriving late or leaving early must sign in and out at the registration desk. If leaving early, you must fill out the Camper Release form and have it signed by your leader.