



WELCOME TO GHOSTS AND GOBLINS AT 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 BSA. Some programs are run by Scouts BSA youth and their leaders. If you need assistance or have questions, just ask us.

SCHEDULE

Friday Night – Registered Campers Only

5-8 p.m. Check-In – Cub Pavilion
7 p.m. Range Assistant meeting/training – HEC Pavilion
9 p.m. Leaders Meeting (**1-2 Adults per unit**) – Cub Pavilion
9 p.m. Gates Close
10 p.m. Staff Meeting – Cub Pavilion
10 p.m. Lights Out/Gates Close

Saturday – All Attendees 8

a.m. Gates Open
8-9 a.m. Check In for Saturday arrivals – Cub Pavilion
8:30 a.m. Opening Ceremony – **Flag Field of Cub Frontier**
9 a.m. - Noon Program Activities
Noon Lunch Break – Paid Lunch at Health Education Center (HEC) (All programs area closed)
1-5 p.m. Program Activities
5:15 p.m. Closing Flags
5:30 p.m. Dinner in your campsite
6:00 p.m. - 6:45 p.m. Tent O Treating - Behind the Pavilion at the Troops Camp Site 7 p.m.
Evening Program Campfire – Cub Pavilion (Cub Events)
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 and receive your Patch) 8:30
a.m. Scouts Own Worship Service – Camp Karankawa Chapel 9-11 a.m.
Pack Up
Noon - Gates Close

EMERGENCIES

CAMP DIRECTOR: Leah McWhinnie - 832-723-8786 or 713-443-1852

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

VISITORS

All camp leaders, Scouts, 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. Other family members (including siblings or other youth-aged relatives) must be registered members of the BSA, or if they would like to camp or participate in the program, they must do so through Cub Scout Family Camping only. Visitors to Scouts BSA programs will be asked to stay in the Leader' Lodge at all times with a designated wristband.

CAMPSITES

Your campsite assignments will be emailed to leaders 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.

PACKING LIST

Week-end events (72 hours or less)

- [Health Form A, B 1&2](#)
- Class A uniform & Class B t-shirt
- Closed-toed shoes (no Crocs allowed)
- Patrol Flag
- Pen, paper, fun books
- 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
- Swimsuit (if aquatics are offered, no bikinis)
- Money for Trading Post

FIRST AID/MEDICAL

ALL medication for both youth and adults must be kept with the Pack or Troop 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 Cubscout Pavilion or by anyone with a walkie talkie. Battery power for medical devices is allowed in certain areas. Consult the Camp Range or Medic.

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.

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

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.

WEATHER & EMERGENCIES

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:

- Follow Instructions. Program staff will provide clear directions in case of heavy rain. 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.
- In the event of an emergency evacuation, everyone should report to the Pavilion behind the Dining Hall/HEC.
- Emergency Drills - When you hear the camp bell, you must IMMEDIATELY assemble your unit at the flag poles in front of the Dining Hall/HEC and have a head count ready. Instructions by supervised staff will follow.
- Intruder – 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.

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.

PROGRAMS

TENT DECORATING - Decorate your tent in Halloween themes and win prizes. Judging will occur during dinner time on Saturday. Awards announced at Campfire on Saturday evening

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.

HAUNTED HOUSE - The "not-too" scary haunted house is also a scavenger hunt and open to all camp attendees.

RANGE and TARGET ACTIVITIES - 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 carving and scouts and siblings are allowed to have 1 pumpkin. Only Scouts who have completed Knife Safety Training, or those who carry a Whittling Chip may participate in pumpkin carving. Again, only 1 pumpkin per scout or sibling, sorry parents, you have to share with your children.

TENT-O-TREAT - Put on your costumes and visit the Troops for Tent or Treating behind the Pavilion after dinner Saturday. Youth can dress up in costumes and visit the troops to receive candy.

SATURDAY CAMPFIRE - This year we will have a Saturday evening campfire after Tent - O - Treat. Each Unit should plan to perform a skit or song at campfire. We need Unit help to provide the entertainment at the campfire.

RULES

Rules are made for the safety of campers, protection of equipment, and to provide fairness to all.

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.

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.

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.)

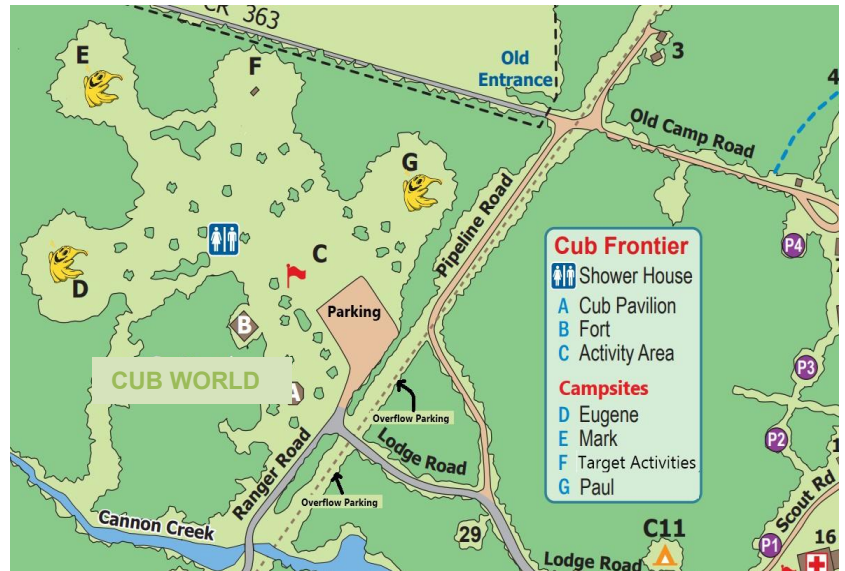
PHOTOS AND VIDEOS - Pictures and videos may be taken of your Scouts while at camp but you must follow Youth Protection Guidelines at all times.

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.

Ghost and Goblins Camp Map

Campsite Assignments and Wristband Colors

All Units are assigned campsites. All Troops will be south of the Cub World pavilion. Colored wristbands will be assigned for Range and Target activities. Those who ordered lunch will all receive a separate wristband.



ENTRANCE

Ghost and Goblins Activities

Color	Archery	BB's	Pumpkins	Haunted House
	9:00-10:00 am	10:00-11:00 am	1:00 - 2:00 pm	2:00 - 3:00 pm
	10:00 - 11:00 am	11:00 - 12:00	2:00 - 3:00 pm	3:00 - 4:00 pm
	11:00-12:00pm	9:00 - 10:00 am	3:00 - 4:00 pm	1:00 - 2:00 pm
	1:00 - 2:00 pm	2:00 - 3:00 pm	9:00 - 10:00 am	10:00 - 11:00 am
	2:00 - 3:00 pm	3:00 - 4:00 pm	10:00 - 11:00 am	12:00 - 1:00 pm
	3:00 - 4:00 pm	1:00 - 2:00 pm	11:00 - 12:00 pm	9:00 - 10:00 am

Everyone will receive a colored wristbands for your activity times. 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.

★ Range Activities:

- BB-Guns
- Archery
- Sling Shots

★ Field Activities

- Pumpkin Patch
 - Painting
 - Carving
- Photo Backgrounds
- BonFire

★ Behind the Pavilion

- Tent - 0 - Treating

★ Between the Pavillion and Bridge

- Craft Activities
 - Zip Line Ghosts
 - Lollipop Ghosts
 - Texas Badge
 - Pop Lid Bugs
 - Mummies
 - Picture Frames
 - Mini Pumpkin Chunkin
 - Jack o Lantern Craft
- Games
 - Minute to Win it Cups
 - Spider Bean Bag Toss
 - Pumpkin Sweep
 - Halloween Bucket Toss
 - Mummy Race

★ Haunted House

- Scavenger Hunt

★ Tent O Treating

- Tents will be behind the Pavilion hosted by our Troops. This is the only place we want to hand out candy. Please do not hand out candy at the other campsites.



Everyone is welcome to decorate their own tents for the tent decorating contest and 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.