

**Bay Area Council**  
**Ghosts & Goblins**  
**October 21-23, 2022**



**Event Guide**

# Ghost & Goblins Camp Introduction

**Thank you for registering for Bay Area Council Ghosts & Goblins! We look forward to a great event!** The registration fee for each Cub Scout includes program supplies, patch, and t-shirt.

Please remember as you are entering camp to pay attention to your vehicle speed, all parking personnel and be patient as we get everyone unloaded and parked. **CAMP SPEED IS 10 mph - MAX.**

**There are NO walk-ins and we will turn non-registered people away.**

## New to Camp Karankawa or Scouting

Welcome to Camp Karankawa! There will be so many fun activities and new experiences this weekend and your Pack and Camp Staff are here to help you!

Ghost & Goblins is organized and run by volunteers. Most of the programs on Saturday are run by Scouts BSA youth and their leaders. If you need assistance or have questions, just ask us.

The Ghost & Goblins camp welcomes Packs from all over the Council and beyond! We encourage you to meet new friends from other Packs and grow your Scouting family!

## Admittance

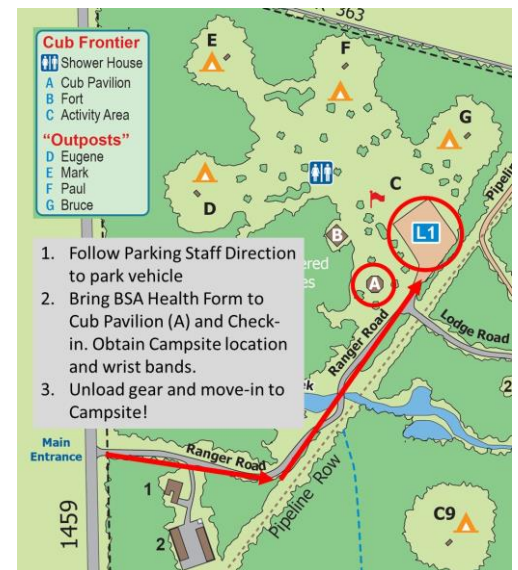
**You must have successfully registered for Ghost & Goblins to take part in the program. You must complete the check-in process at Ghost & Goblins to obtain your campsite location and wristband.** *If you do not have a wristband on, you will be taken to Check-in. If you are not registered you will be directed off camp property.*

## Check-In for Overnight Campers

1. Enter Camp Karankawa. Drive SLOW (10 mph MAX) and follow the directions of traffic control staff.
2. Check-in at Cub Pavilion. (1 adult per family)
  - a. BRING your health forms.
  - b. Receive campsite location.
  - c. Collect attendance wrist bands. (MUST be worn while at camp.)
3. Unload vehicle and Setup campsite.
4. Designate 1-2 primary unit leaders to attend Camp Orientation on Friday night.

## Saturday Day Trippers Check-In

1. Enter Camp Karankawa at main entrance. Drive SLOW (10 mph MAX) and follow the directions of traffic control staff. Park your vehicle in the **Front Parking Area**.
2. Check in at Cub Pavilion. (1 adult per family or 1 unit representative)
  - a. BRING your health forms to turn in.
  - b. Attendance wrist bands will be given. (MUST be worn while at camp.)



## Camp Safety

The Guide to Safe Scouting, Youth Protection procedures, and Camp Karankawa Rules will be followed by all individuals at camp to ensure the health and safety of our participants.

- Guide to Safe Scouting (Updated August 2019) <https://www.scouting.org/health-and-safety/gss/>
- Youth Protection <https://www.scouting.org/training/youth-protection/>
- Camp Karankawa Rule and Policy <http://www.bacbsa.org/camp-karankawa/69179>
- Shoes - **Everyone must wear close toed shoes!!!** (No Crocs or sandals.) Make sure they are comfortable. Be prepared! **If you do not bring the appropriate shoes**, you will be asked to leave and purchase footwear. If you choose not to wear appropriate footwear, you will be directed to leave, and no refund will be given. Please make sure to bring an extra pair (or two) of shoes and socks.
- Weather – It could be wet, muddy and/or cold, or hot and sunny! Check the weather for Sweeny, Texas before you arrive and prepare accordingly!

## Camp Gear

Be Prepared - each pack or individual family should have the following:

1. **Day Pack** with Essential 6 (a reusable water bottle, snack, flashlight with extra batteries, whistle, first aid kit, and skin protection/sunscreen, bug spray recommended). We will have coolers of water available at several locations around the camp activities.
2. **Attire** - Scouts may choose to wear or bring a pack t-shirt, called a "Class B" uniform (purchased from the pack) and/or bring their "Class A Field Uniform" official Scout uniform. Otherwise dress comfortably. Clothing with words or pictures not representing the best spirit of the Boy Scouts of America (*Rude and Obscene*) is NOT PERMITTED. You will be asked to change. If you refuse, immediate dismissal from Camp property will occur with no refunds.
3. **Foul weather gear** for rain or cold.
4. Copies of the BSA health and **medical record, parts A&B**. This includes all Scouts, siblings, and adults.
5. **Food** - Packs/Individuals should plan to make or supply their own food unless you pre-paid for a lunch.
6. **Trash bags**. A Scout is clean.
7. **Suggested Camp Gear**: Camp drinking/cooking water supply, wagon, pack/den flags, table, chairs, tent, sleeping bag, pillow, lantern, camp stove, pots, utensils, can opener, dish wash tubs, dish soap, sponge, towels, paper towels, aluminum foil, mess kit, spork/plastic silverware, reusable cup / coffee cup, roasting stick, toiletries, Scout Handbook.

## Carts & Trails

A cart for hauling equipment to and from the parking lot is available for each campsite. You may also bring your own cart to transfer camp items from the parking area to your site. No motorized vehicles are permitted on the trail.

Units are responsible for their cart if any damage occurs.

Trail and cart users should do the following:

1. Always return the cart to the staging area once you are done with it. Please do not leave it at your campsite.
2. Never allow anyone to ride, sit or stand on the carts.
3. While loading the carts, keep the heavier items over the wheels. Ropes or bungee cords are helpful in keeping bulky loads from falling on the trail.
4. DO NOT play on the empty carts. This is to avoid injury.
5. Carts should be manned by two people, with additional help to keeping the gear steady.
6. Drive and walk courteously, keeping to the right when meeting others. Flashlights are helpful at night but should be aimed at the ground and not at oncoming campers.

## Inclement Weather

Please watch and prepare for the weather before arriving to camp. At times, the weather conditions may change during the duration of camp or activities. In the event of extreme weather, **3 horn blasts** will indicate that we need to stop all activities. Everyone should make their way to the Health and Education Center (HEC) until the Camp Ranger alerts us that the threat is no longer imminent.

## Lost and Found

If you lost an item, go to the Cub Pavilion. At the end of camp, any items will be taken to the Leaders Lodge for the lost & found. If you found an item, please turn it in to the Cub Pavilion. If it is valuable, LEAVE IT HOME.

# 2022 Ghost & Goblins Schedule (subject to change without notice)

## Friday Night – Registered Campers Only

5:00 pm GATES OPEN / Friday arrival attendees set up camp

***A SCOUT IS HELPFUL, KIND AND COURTEOUS*** – PLEASE FOLLOW THE CHECK-IN AND PARKING PROCEDURES COVERED IN THIS GUIDE UPON CAMP ENTRY.

5:00 - 8:00 pm Registration/Check-In for Event Wrist Bands – Cub Frontier Pavilion

9:00 pm Ghost & Goblins Pack Orientation Meeting (1-2 Adults per unit) – Cub Frontier Pavilion

9:00 pm Gates Close (NO admittance until 7 am Saturday)

9:30 pm Ghost & Goblins Staff Meeting – Cub Frontier Pavilion

## Saturday – All Ghost & Goblins Attendees

7:00 am GATES OPEN / Saturday arrival attendees

7:00 – 8:15 am Registration/Check in for Event Wrist Bands – Front Parking Area

8:00 am Ghost & Goblins Opening Ceremony – Flag Field of Cub Frontier

8:45 am – 12:15 pm Program Activities

12:00 pm Lunch Break – All program areas closed

1:15 pm – 4:30 pm Program Activities

5:00 pm Closing Flags

5:15 pm Costume Contest / Campsite Award

5:30 pm Dinner

6:15 pm Trick or Treating at campsites

7:30 pm Evening Program Outdoor Movie – Flag Field of Cub Frontier

9 pm Return to campsite or Home

10 pm GATES CLOSE

## Sunday – All Ghost & Goblins Saturday Night Campers

8:00 – 10:00 am Check-Out – Cub Pavilion **(Remember to pick up your Medical Forms)**

8:30 am Scouts Own Worship Service – Camp Karankawa Chapel

10:30 am GATES CLOSE - All Campers must leave Camp no later than 10:00 am

# Camp Spirit

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## Costume Spirit

We encourage all participants, staff and parents, to get into the Halloween spirit and dress in a Halloween costume on Saturday. Staff will be wearing yellow wrist bands. So, if you have a question and can't tell who's a ghost and who's a goblin because of the costumes, look for the yellow wrist band!

## Decorate Your Campsite

Do you have what it takes to have the BEST Halloween Campsite?

Bring your decorations and make your tent and campsite look kooky, spooky or just plain goofy. Halloween is fun so show your Scout Spirit! (See what I did there?)

Please bring candy to give out to all the Ghosts & Goblins (plan for 500) - It doesn't have to be fancy or a lot, this is a way for everybody to see all of the kids' costumes and enjoy the Halloween fellowship.

The Halloween costume contest will be judged before the kids Trick Or Treat.

## Campfire Program

Do you have a great Halloween skit or joke? We want to hear it! No joke is too corny and silly.

*What kind of music do mummies love? (**Wrap music**)*

Every campfire needs participants to make it successful. We would love to hear from every unit! We will keep going as long as the fire burns.

We want to keep the SCARY stories at home as we do not want to keep anyone up at night.



# 2022 Ghost & Goblins Open Activity Program Areas



Two activity areas are assigned to your schedule to limit crowds and ensure adequate time for participation: Shooting Sports and Archery. All other activity areas are not scheduled and may be visited during the program periods on Saturday.

## Free-Form Activities

Pumpkin paint/carve

Haunted Fort

Splat the rat

Musical signs

Eye ball race

Dig in the monsters nose

Photo-op set up

Racing ghosts

Tic tac toe with sticky mitts

Halloween-themed memory game

Cub Scout obstacle course

Basket toss

Zombie needs a brain

Spiderweb cornhole toss Cap'n

Hook ring toss

Six-legged race UFO pass

Checkers

Chess

Nine square in the air frisbee toss

# Ghost & Goblins Scheduled Activities – Assigned Times According to Colored Wrist Bands

Your wrist bands are color-coded, and the color indicates the time slot that you have in the Scheduled Activity areas.

Activity Staff will only allow those with the specific color to enter ranges or activity areas during their color time. **Only go to scheduled activities during your time – arrive a little early or on-time!**

There are overlaps in the Shooting Sports times so that while one group is finishing on the range, the next wrist band color can begin their safety talks.

## Archery (all Cub Scouts)

Archery is available to all Cub Scouts! Come out and practice your aim!

## BB Guns (Tiger & Older) / Slingshots (all Cub Scouts)

Per BSA safety requirements, BB gun shooting is only available to Cub Scouts and participants who are of the Tiger rank (1st grade) or older. However, Slingshots are available to all Cub Scouts, but a parent or guardian is required for each shooter on the Slingshot range! Take your shot and feed the monster!

# Camp Arrival and General Information

## Health & Safety

Part A&B of the BSA health forms is mandatory for Check-In to Ghost & Goblins (doctor visit is not required for part A & B). Forms will not be returned unless you go to check-out and request upon leaving.

During program times, a medic will be available at the Cub Pavilion. If an injury occurs needing more than a Band- Aid, at the discretion of the parent, an ambulance may be called. If the need arises for attention, a medic can be found in First Aid located at Cub pavilion, plus medics may be contacted by a staffer with a radio. **At the time of check in, the Parent or pack's event organizer MUST inform the Medical Officer of anyone carrying an inhaler or epi-pen.**



## Parking

**Primary parking for overnight campers is the Cub Frontier parking lot.  
Overflow parking will be directed by a staff attendant.**

Handicapped parking will be made available for those vehicles registered as handicapped. Trailer parking is very limited and will be assigned by a parking Staff attendant. Please obey all signs while out at camp.

*Once you've entered the gates there is no need to rush. STAY ALERT!, There will be people walking up and down the roads. Our camp roads are also WALKWAYS. **No parking on a camp road for emergency compliance.***

## Leaving Camp Property

Camp Director/Staff must be able to locate individuals at any time in case of emergency. For this reason, everyone - adult, parent, or Scout of any Rank, **MUST sign out** at the Cub Pavilion upon leaving and sign back in upon returning.

## Privacy & Safety

Use the buddy system **at all times**. The lake, river and pool areas are off limits.

Cub Frontier bathrooms and showers are available. Please do not let your child try to find the restroom in the dark. All tents & trees look alike not only to an adult but for a little one it can be a nightmare!

## Pocket Knives

No fixed blades. No youth may have a pocketknife in possession that does not have a Whittling Chip. (3<sup>rd</sup> grade and up). If anyone, youth, or adult, is seen using a pocket-knife in an inappropriate manner, it will be confiscated and returned upon departure from camp. Refer to the Guide for Safe Scouting.

## Campsites

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Your campsite assignment will be provided during Check-In. Set your camp site up in a circular fashion as to keep your camp site identifiable. You are not the only one in a campsite area. Restrooms will also be assigned but that is only for cleaning purposes. Both areas will need to be inspected by the inspection team at check-out in order for release on Sunday.

There are a limited number of campfire rings in each campsite. They are first come first serve. Scouts are friendly. They are campsite rings not a family, pack or troop ring. Everyone is

welcome to campfires in campsites. You must have a bucket with water in it by any fire.

DO NOT start a campfire outside of a ring. DO NOT move rings to other locations in the campsite once a fire has been started in it. **Fire is never left unattended, day or night.**

## Camp Trash

All trash created by you or your unit in the campsite areas will need to be taken to the dumpsters located at Cub Frontier parking lot. The dumpster is and always has been first come first serve. Once the dumpsters are full, no more trash is allowed to be put in the dumpster, around the dumpster, left in campsites, left at parking lots, or in the restrooms. If the dumpster is full, please take your trash with you.

Remember to secure your trash. Camp Karankawa's local residents (animals) love having visitors. It is not the critters responsibility to pick up...it is yours.

## Camp Karankawa Rules

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**No RVs** - NO Campers, RV's, or Popups. If you can't leave home without them, there is a RV park in the area right outside of Camp Karankawa's gates.

**No Pets** -No Pets. Registered Service Animals must be clearly identified by their vest and tags.

**No Smoking / Vaping** - Smoking/Vaping will only be allowed in a designated area away from all activities. Please dispose of butts in your vehicle ashtrays, not on campgrounds.

**Bicycles** - No bicycles may be ridden on camp for this event. This applies to participants and camp staff.

**Refund Policy** -Refunds will only be granted to the original paying customer, whether it is the unit or individual. All unit refunds will be paid to the Committee Chairperson on record for that unit. **All but 15% of an individual's fee is refundable, under certain circumstances (sickness, death in family, summer school, military deployment or relocation only)** as long as it is requested in writing, with back-up documentation, and received in the Scout Service Center, 3020 53rd Street, Galveston, TX 77551-5917. Refund requests due to weather issues, homesickness, and schedule conflicts, misinterpretation of printed council policies and procedures or reasons other than those noted above will not warrant a refund. In addition, partial refunds will not be granted for partial camp/event stays. If a camp or event is forced to be canceled by the council, because of severe weather, or circumstances prior to the camp or event occurring, the council will reschedule the camp/event or initiate the refund process. All requests are due to the council office 15 days prior to the start of the event. Refunds will be issued in the form of a check.

**You must observe Bay Area Council Camping Rules**

## General Rules

1. The Scout Oath and Scout Law, Cub Scout Promise, Explorer Code, and Outdoor Code are the laws of the camp.
2. A registered adult Scouters, 21 years or older, must be in charge of each unit at all times. In addition, two deep leadership will be strictly enforced. The whereabouts of the youth while at camp must always be known by the designated leadership.
3. **The camp speed limit for all vehicles is 10 mph - maximum.**
4. *NO MOTORIZED VEHICLES* are allowed in campsites for any reason. They will be parked in designated parking areas. A Unit's trailer must be parked in designated areas only.
5. There are only four designated parking areas for campers, three in the Boy Scout area and one in the Cub Scout area. Parking areas are for parking of vehicles and should not be used for camping. Vehicles should use the allotted space as efficiently as possible. *In order to protect the environment and to ensure Emergency Access when needed, ALL OFF ROAD PARKING IS PROHIBITED. Special designated overflow parking may be assigned by the Council for large District or Council events.*
6. No individual will be allowed to ride on the outside of a vehicle or in the bed of a pickup truck, or in a trailer. No more than the legally allowable number of passengers shall ride inside any vehicle at any time. Seat belts must be worn in vehicles at all times.
7. **PERSONAL firearms, ammunition, air rifles, pellet guns, bows and arrows, and slingshots are NOT allowed in camp at any time.**
8. Dogs and other personal pets are prohibited. Exceptions will only be made for Registered Service Animals wearing their vests to accompany their partner.
9. **No open flames, candles, stoves, gasoline or kerosene lanterns, or heaters are allowed in tents.**
10. Gasoline and/or propane lanterns and stoves must be operated in a safe manner under adult supervision. Fuel supplies will be stored separately and secured.
11. Be careful with fires. Some camp sites are equipped with fire rings. Fires should only be built in those rings when provided. No fires are to be left unattended day or night. Provide shovel and fire bucket with sand, water, or other fire protection equipment.
12. Conserve water, turn off faucets, and washstands and/or showers. Facilities are not to be used to wash dishes or laundry.
13. Do not cut any live trees, shrubs, or underbrush. *Exceptions* to this rule will be allowed under the following conditions: Ranger or Campmaster may approve the cutting of saplings and underbrush as long as cutting is done on a small scale in areas that are not visible from trails, program areas, or camp sites. This cutting should be done to provide materials for program use such as teaching lashing, building of camp gadgets, etc. The preferred plant for cutting should be Yaupon (*Ilex Vomitoria*).
14. Keep noise down between 10:00 p.m. and 6:00 a.m. Respect your neighbor.
15. No alcoholic beverages or illegal drugs will be allowed in camp.
16. The use of tobacco products inside any buildings or facilities at Camp Karankawa is strictly prohibited. The use of tobacco products in front of Scouts is prohibited under

BSA National Policy. We will have a designated smoking area nearby, but away from the activities. Please ask one of the staff where it is.

17. All persons stay on camp property. Do not trespass on adjacent property.
18. All trash will be placed in the dumpster provided by the council. In cases where the dumpster is full, all trash will be removed from camp and taken home. At no time will trash be buried.
19. Before leaving camp, designated unit leader or parent must "check out" with staff.
20. When leaving, check to ensure you have all your personal items. Collect your medical forms from the registration area.
21. The possession or use of any fireworks at Camp Karankawa is forbidden.
22. The altering of existing facilities is strictly forbidden except with the specific approval of the Council Executive or his designee.
23. The proper clean-up of all facilities used must be done before leaving camp. Clean-up will be approved by Ranger/Campmaster.
24. Two-wheel carts are provided for the use of transporting equipment to or from campsites. These carts can be dangerous if improperly used. Youth should be restricted from horseplay on these carts and should be supervised at all times when using them.
25. All illegal activities will be reported to the appropriate civilian authorities.

## **We hope you enjoy CAMP KARANKAWA.**

**Please leave it better than you found it.**

**Respect the facilities and equipment.**

**Neither would be available to you  
without your Bay Area Council  
operations.**

**REMEMBER it is your ultimate backyard  
to take care of and support!**

**Supporting Friends of Scouting =  
Partnership in Scouting.**

***Be part of a solution by supporting  
Friends of Scouting and volunteering.  
Together we can accomplish the  
mission.***

### **THE OUTDOOR CODE**

*As an American, I will do my best to be clean in my outdoor manners,*

*To be careful with fires.*

*To be considerate in the outdoors and to be conservation minded.*

*Bay Area Council, Boy Scouts of America  
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