FALL FAMILY CAMP

Spooky-Ree

2020 Parent Guide
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PURPOSE OF FALL FAMILY CAMP (SPOOKY-REE)
The purpose of the Atlanta Area Council Cub Scout Fall Family Camp program is to strengthen families through Scouting. The Spooky-Ree experience provides a fun outdoor experience for Cub Scouts and their Family. Spending time at camp offers parents a great chance to share quality time with their children. It’s a place for parents to let down their hair and become one of the gang - making memories and shared experiences. Although activities at Spring Family Camp may count towards advancement for the Cub Scout, the primary focus of the camp is fun in the outdoors for all participants.

PLANNING INFORMATION

WHO CAN ATTEND?
Fall Family Camp is open to all Cub Scouts and their families. Venturing Scouts and Scouts BSA youth, Crews /Troops, and unit leaders we encouraged to volunteer to help at this event.

SUPERVISORY RATIO
Each family group must be led by an adult (18 years or older) related to the registered Scout. Cub Scouts cannot camp without an adult relation.
Note: For the remainder of this guide, wherever the term “parent” is used, this refers to the adult relative supervising the registered Scout.

CAMP DETAILS SESSION # 1-A (SEPTEMBER 26TH) – DAY EVENT 9:00 am – 5:30 pm
LOCATION: Bert Adams Scout Camp - 218 Scout Road, Covington, Georgia 30016

CAMP DETAILS SESSION # 1-B (SEPTEMBER 27TH) – DAY EVENT 9:00 am – 5:30 pm
LOCATION: Bert Adams Scout Camp - 218 Scout Road, Covington, Georgia 30016

CAMP DETAILS SESSION # 2 (OCTOBER 9TH – OCTOBER 11TH) – OVERNIGHT EVENT:
LOCATION: Bert Adams Scout Camp - 218 Scout Road, Covington, Georgia 30016

CAMP DETAILS SESSION # 3 (OCTOBER 16TH – OCTOBER 18TH) – OVERNIGHT EVENT:
LOCATION: Bert Adams Scout Camp - 218 Scout Road, Covington, Georgia 30016

23RD – OCTOBER 25TH) – OVERNIGHT EVENT:
LOCATION: Bert Adams Scout Camp - 218 Scout Road, Covington, Georgia 30016

CAMP DETAILS SESSION # 5 (OCTOBER 23RD – OCTOBER 25TH) – OVERNIGHT EVENT:
LOCATION: Woodruff Scout Camp - 31 Woodruff Drive, Blairsville, GA 30512

<table>
<thead>
<tr>
<th>Participant Type</th>
<th>Fees</th>
</tr>
</thead>
<tbody>
<tr>
<td>Cub Scout Aged Youth</td>
<td>$25.00</td>
</tr>
<tr>
<td>Adults</td>
<td>$5.00</td>
</tr>
<tr>
<td>Siblings (4 and under)</td>
<td>Free</td>
</tr>
</tbody>
</table>

CAMP FEES: The camp fee includes patch, program supplies and activities and toilet and shower facilities, and more
OPTIONAL ADD-ONS

Adventure Camp Tents (Bert Adams ONLY)
For an additional fee of $25.00 per tent, you can choose to stay in our Adventure Camp Tents (AC). Each tent is on a platform and comes complete with your own built-in bed with sleeping mat and power outlets! Flushing toilets and private showers are featured throughout the camp.

T-Shirts
Youth Sizes – Adult 2XL - $12.00
Adult 3x and 4x – $14
Purchase your Event T-shirt during registration through the Tentaroo website.

A limited supply of shirts will be available in the trading post during the weekend.

Meals
To maintain social distancing guidelines, the Dining Hall will be closed for all Spooky-Ree events. Campers should plan on cooking their own meals in their individual cohort campsite. A “meal in a box” option for Saturday dinner will be offered for $10.00 per boxed meal. PRE-CAMP PARENT & LEADER ZOOM CALL
A mandatory pre-camp Zoom meeting will be held on Wednesday, September 9th at 7:00 pm for all registered parents and leaders. Please make every effort to attend. Special announcements concerning the camp, its policies and procedures, or any specific needs or questions about the camp operation will be answered at this meeting.

COMMUNICATION

Camp staff will be in communication with your Cohort Guide throughout the event. Should you have any issues requiring the attention of camp staff, please report them to your Cohort Guide.

RESERVATION INFORMATION:

Make a reservation by signing up via https://www.campbertadams.org/spookyree

SOCIAL DISTANCING / PPE

The Atlanta Area Council has taken many steps to ensure that the Georgia State Governor’s regulations are followed, while still putting on a great program for your family. The addition of cohorts and Cohort Guides will minimize your contact with others while on camp property.

Health screenings will take place prior to any participant entering camp. Program activities will be held outdoors (or under pavilions) and equipment will be cleaned and sanitized after use by each cohort. A dedicated Cleaning Team will ensure that bathhouses remain clean and sanitized throughout the weekend.

Hand sanitizing stations will be located throughout camp. All participants are encouraged to wash their hands and sanitize frequently. Masks are required.

The Trading Post will be open, and items can be ordered through QRC codes that will be provided when you arrive to camp. There will be no camp-wide ceremonies or services. Overnight camping cohorts are encouraged to hold their own ceremonies at their campsite when possible.
WHAT IS A COHORT?

A cohort is defined as a group of people banded together or treated as a group. You will be pre-assigned to a cohort of approximately 25-50 people prior to arrival. Your cohort will camp together, eat together and travel to and participate in activities together throughout the event according to your pre-assigned schedule. Cohorts will be arranged by Pack as much as possible. Individual families registering without a Pack will be assigned to a cohort. Interaction between cohorts should be limited as much as possible to enforce social distancing guidelines.

WHAT IS A COHORT GUIDE?

Your Cohort Guide (CG) will be a dedicated volunteer assigned to your cohort. They are there to offer structure, advice, and to ensure that all camp rules, policies, and procedures are followed during your time at camp.

PROGRAM OFFERINGS (BERT ADAMS) “ADVENTURES ON THE HIGH SEAS”

Scavenger Hunt:

1. Goosechase Scavenger Hunt to be completed while moving through camp according to pre-assigned schedule

Main Activities:

1. Attack on the High Seas – a relay race involving obstacles and catapults
2. The First Mate’s Swab the Deck Relay Race – a relay race involving puzzles and mops
3. Blackbeard’s Escape – a three-part obstacle course
4. Capture the Pirate Flag
5. Plundering – a game of blind-folded, treasure-stealing pirate fun
6. Tow the Boat – giant tug—o-war
7. Message in a Bottle / DIY Pirate map
8. Decorate and make your own pirate hat
9. Pirate Hayride
10. BB’s / Rubber Band Guns
11. Archery
12. Slingshots

Campsite Activities:

1. Pirate Bingo
2. Fire-starting kits
3. Nautical knots
4. S’mores

Please note: Activities are subject to change.
Program Offerings (WOODRUFF) “Adventures IN SPACE”

Scavenger Hunt:
1. Goosechase Scavenger Hunt to be completed while moving through camp according to their schedule

Main Activities:
1. Blast Off -
2. Mission control – navigate obstacle course blindfolded manning a PVC pipe-rocket
3. Hubble – compass game
4. Thru the Wormhole – navigate a marble through a course using PVC pipes and joints
5. Ion Control – three-man slingshot challenge
6. Constellation Game – a rocket assembly relay race and obstacle course
7. Dueling Asteroids – like life-sized Battleship
8. Escape from Endor – frisbee golf course
9. Leatherworking
10. BB’s / Rubber Band Guns
11. Archery
12. Slingshots

Campsite Activities:
1. Space sand art
2. Space Bingo
3. Paracord
4. Fire-starting kits
5. S’mores

Evening Activities:
1. Stargazing
ARRIVAL AND CHECK-IN (FOR CAMPING WEEKENDS)

Families may begin arriving at 6:00pm on Friday. The front gate will remain closed until that time. All participants must complete a health screening at the front gate before entering camp. Once the health screening is complete and the form on the back of your parking pass is signed off by a Council representative, families may proceed directly to their assigned cohort campsite.

Cohort campsite assignments and parking passes will be emailed out the week before camp. Please complete the contact information on the front of your parking pass and leave it in your windshield for the duration of your stay at camp.

Check-in will be completed at each individual campsite. Unit leaders should provide their Cohort Guide (CG) with a completed roster listing all attendees’ names, ages, and genders and emergency contact phone numbers.

Families should plan on remaining in their campsite on Friday after arrival. Please do not wander around camp unescorted.

Medical forms need to be brought to camp and held by your Pack for each person at camp with you, this includes all adults and siblings. They will be brought to the Health Lodge should someone need attention. A copy of the health form is available at https://www.scouting.org/health-and-safety/ahmr

Saturday Arrivals
Vehicle travel through camp on secondary gravel roads will be restricted during the time of 8:00 am to 5:00 pm. Travel through camp may take place on the main paved road ONLY. Please obey all posted speed limits, and keep in mind that there will be many families travelling through camp on foot.

Any families that arrive on Saturday should check-in at the Camp Office (downstairs from the Love Dining Hall at Bert Adams or at the Nunn Building at Woodruff). Since the gravel roads leading to campsites will be closed during program hours, they may either hike gear into their campsite or drive in a vehicle after 5:00 pm to their campsite to unload and then move to their designated lot.

Upon arrival, the Council Representative in the Camp Office will locate your cohort and will direct you to their location. Please proceed directly to this location. Do not wander around camp.
PARKING

If arriving on Friday night or on Saturday before 8:00 am: You will receive your campsite and parking lot assignment via email prior to the event. Upon arrival, drop off your gear at your campsite and move your car to the parking lot corresponding with your pass. **You may not leave vehicles parked at the campsite.** If you need an ADA accessible parking spot, please contact Veronica Bramlett camping@atlantabsa.org.

If arriving on Saturday between 8:00 am and 5:00: Check-in at the camp office downstairs from the Love Dining Hall at Bert Adams or in the Nun Building at Woodruff. Since the gravel roads leading to campsites will be closed during program hours, either hike gear into your campsite or drive in a vehicle after 5:00pm to your campsite to unload and then move to your designated parking lot.

**NO VEHICLES WILL BE ALLOWED TO TRAVEL ON GRAVEL ROADS THROUGH CAMP ON SATURDAY, FROM 8:00 AM TO 6:00 PM. TRAVEL ONLY ON THE MAIN PAVED ROAD.**

It is important that you share this information with your parents. Please do not leave vehicles parked at the campsite. All vehicles must be moved to a designated parking lot after you unload your supplies. **Please do not remain parked in the campsite over 15 minutes in order to allow others to unload their gear.**

**Vehicles in Camp**
All vehicles parked on camp property must display a camp vehicle Parking pass that will allow camp management to contact the owner/operator in the event of an emergency or other need. These Parking passes will be issued via email prior to the event. Please print a copy, fill in the appropriate contact information, and leave the completed pass visible in your windshield. If an improperly parked vehicle interferes with the safe operation of camp, the owner will be notified. If the situation is not resolved in a reasonable time, the vehicle will be towed at the owner’s risk and expense.

Vehicles are not allowed in campsites. Any exceptions must be authorized by the Camp Director, Ranger, or Campmaster. Scouts, adult leaders, and visitors are expected to park, walk, exercise, and enjoy the beauty of our camp.

**Speed Limits**
The camp wide maximum speed limit is 12 mph; we suggest 3 mph when campers are present.

REFUND POLICY

Spring Family Camp is a Rain or Shine Event; therefore, all refund request must be made in writing to bertadams@atlantabsa.org. Refund requests will be considered based upon when written request was submitted using the following schedule.

30+ days prior to the event date will receive a full refund.
15-29 days prior to the event receive a refund of 50% of the fees paid.
14 days or less before an event will not receive a refund.

**IF CAMP IS NOT ALLOWED TO OCCURE DUE TO CHANGES IN THE GOVERNOR’S ORDERS, A FULL REFUND WILL BE HONORED.**
Youth Protection Guidelines

- **Two-Deep Leadership**: Two registered adult leaders or one registered adult leader and a parent of a participant Scout, one of whom must be 21 years of age or older, are required on trips and outings. The chartered organization is responsible for ensuring that sufficient leadership is provided for all activities.
- **No One-on-One Contact**: One-on-one contact between adults and youth members is not permitted. In situations that require a personal conference, such as a Scoutmaster conference, the meeting is to be conducted in view of the other adults and youth.
- **Respect of Privacy**: Adult leaders must respect the privacy of youth members in situations such as changing clothes and taking showers at camp and intrude only to the extent that health and safety requires. Adults must protect their own privacy in similar situations.
- **Separate Accommodations**: When camping, no youth is permitted to sleep in the tent of an adult other than their own parent or guardian. Camp has separate shower and latrine facilities for females, or if separate facilities are not available, times for male and female use are scheduled and posted.

Restroom Facilities:

Most of our restroom facilities are individual stalls and may be used by any age/gender. Those facilities that are not individual Stalls will have signage for who should be allowed those facilities. We need your help to make sure the separate accommodations are maintained, and we will ensure the proper signage is posted. Please make sure your youth and families are using the correct facilities to adhere to Youth Protection standards.

**Cool Weather/Rain Camping:**
This event is a Rain or Shine event. The Council follows the Guide to Safe Scouting for cold weather camping. Please come prepared with additional dry clothes and bedding in case the weather is cooler or wetter than you planned. *Wearing closed-toed shoes will help not only with the cool weather, but keep your feet safe from the environment, too.*

**Identification**
Each camper, adult leader, and visitor must wear camp issued identification (wristband). Camp visitors will be issued identification bands when they arrive at camp. Staff and volunteers will be identified by their AAC VOLUNTEER shirt.

**Pets**
All pets are to be left at home. Pets of any type are not permitted; including those brought by parents or visitors. Registered service animals are the only animals allowed; please make a note about assistance animals when registering the individual on the program website.

**Chemical Fuels Policy**
For safety, knowledgeable adult supervision must be present when Scouts are involved in the use, handling, lighting, or storage of chemical fuels (liquids, jellies, or gas). Propane lanterns and stoves are allowed. All fuels must be stored in a locked container. No liquid fueled lanterns should be used in camping activities. No fuel, lanterns, stoves, or candles are to be used in or near tents and camp structures.

**Uniform**
The BSA field uniform is worn for evening flag ceremonies, dinner, chapel, and campfires. Field uniform must always be worn with shirts buttoned up and tucked in. Pack approved activity uniforms are appropriate for the remainder of the day.
Smoking
Both Bert Adams Scout Camp and Woodruff Scout Camp are tobacco-free facilities. Adults with tobacco habits may only use tobacco in the secluded area fenced behind the dining hall. This includes the use of vapor e-cigarettes, cigars, or chewing tobacco. Use of tobacco in any other area will result in dismissal from the camp property. (where at Woodruff?)

Flammability Warning
No tent material is completely fireproof. Tent material can burn when exposed to continued, intense heat or fire. The most important safeguard is to keep flames away from canvas materials. For this reason, the following safety precautions must be adhered to: Only flashlights and electric lanterns are permitted in tents.

Trading Post
The Trading Post will be open for online ordering ONLY. A QR code will be provided to you upon check-in. Simply follow the link to order, and your items will be delivered to your campsite at some point during the weekend.

SUGGESTED PACKING LIST

Camping Equipment
- Tent or tarp, poles, and stakes
- Waterproof ground cloth or plastic sheet
- Sleeping bag, pillow, air mattress or pad
- Cup, bowl, plate, knife, fork, spoon, mesh bag

Clothes
- Cub Scout Field uniform
- Cub Scout Activity Uniform
- Mask
- Poncho or raincoat, Warm jacket or coat
- Pajamas or sweatshirt, sweatpants
- Durable shoes, shoe laces
- Hat or cap
- Extra socks, Underwear, shoes, other extra clothing

Family Gear
- Lawn chairs
- Cooler or ice chest
- Cot or pad
- Cooking equipment

Toilet Kit
- Toothpaste, toothbrush, comb
- Washcloth, towel
- Soap in container
- Toilet paper
- Extra plastic bag or container

First Aid
- First aid kit
- Water bottle
- Flashlight, bulb, batteries
- Sunscreen
- Insect repellent
- Whistle
- Medical Form including insurance information

Extras
- Camera
- Sunglasses
- Fishing gear
- Bike and Bike Helmet
CAMP RULES

As a Scouting facility, the foremost rules for personal and group behavior are the ideals found in Scouting:

<table>
<thead>
<tr>
<th>SCOUT OATH</th>
<th>SCOUT LAW</th>
</tr>
</thead>
<tbody>
<tr>
<td>On my honor, I will do my best</td>
<td>A Scout is Trustworthy, Loyal, Helpful, Friendly</td>
</tr>
<tr>
<td>To do my duty to God and my country,</td>
<td>Courteous, Kind, Obedient, Cheerful, Thrifty, Brave,</td>
</tr>
<tr>
<td>And to obey the Scout Law;</td>
<td>Clean, and Reverent.</td>
</tr>
<tr>
<td>To help other people at all times;</td>
<td></td>
</tr>
<tr>
<td>To keep myself physically strong, mentally awake, and morally straight.</td>
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</tr>
</tbody>
</table>

Beyond these ideals, the following rules are enforced at the Bert Adams Scout Reservation:

- Packs must always have two-deep leadership while at camp. No exceptions!
- All campers shall wear a wristband to identify themselves.
- All cars must be parked in the designated camp parking areas. Only specially authorized vehicles are allowed in campsites or on the roads.
- Shoes must always be worn at camp and must be completely closed.
- Throwing rocks is strictly forbidden.
- No running in camp. We ask adult and youth leaders to help keep camp safe.
- No flames, fires, or fuels of any kind are permitted inside tents.
- No personal bikes, skateboards, inline skates, or mountain boards are permitted.
- Personal firearms and bows are not permitted.
- No alcoholic beverages or illegal substances are allowed on camp property.
- All guests are required to immediately check-in at the camp office.
- No fireworks of any kind are permitted on camp property.
Model Pre-Event Medical Screening Checklist

Use this checklist to assist in identifying potentially communicable diseases before event participation. The intent of this checklist is to review with each youth and adult participant their current health status, both before departure and upon arrival at the event. Anyone entering a camp or event — including visitors, vendors, etc. — should be screened using this checklist.

Councils should customize with input from their council health supervisor and local health department.

- Yes  No  Have you been in contact with anyone who has COVID-19 or is otherwise sick?
- Yes  No  Have you or anyone you have been in close contact with traveled on a cruise ship, internationally, or to an area with a known communicable disease outbreak in the last 14 days?

If the answer is “yes” to either of these questions, the participant must stay home.

- Yes  No  Are you in a higher-risk category as defined by the CDC guidelines?
  If the answer is “yes” to this question, we recommend that you stay home. Should you choose to participate, you must have approval from your healthcare provider and then proceed to the symptom decision tree below.

If the above answers are “no,” proceed to this symptom decision tree.

YES to any ONE symptom

- Cough
- Unexplained extreme fatigue or muscle aches
- Rash
- Sore throat
- Open sore

YES to any TWO or more symptoms

THE PARTICIPANT MUST STAY HOME
These symptoms are associated with communicable diseases and the participant MUST stay home until medically cleared by their health care provider.
Restart Scouting Checklist

As always, the safety of our Scouts, volunteers, employees and communities is our top priority. This checklist outlines several minimum guiding protocols that adult leaders/volunteers must consider while working with local and state health departments, local councils, chartered organizations and Scouting families on when and how to resume meetings, service projects, camping and all other official Scouting activities.

If it is not practical to meet these minimal protocols, do not restart in-person activities.

S = Supervision

❑ Understand local and state guidance on preventing COVID-19 exposure.
❑ Engage your chartered organization and local council on necessary adjustments.
❑ Conduct the “before you gather” protocols.

A = Assessment

❑ Identify participants who fall under the CDC’s group of higher-risk individuals. Notify all participants about the risks of participating since COVID-19 exposure cannot be eliminated.
❑ Verify that the planned activity, gathering or group sizes are not prohibited by local or state orders.

F = Fitness and Skill

❑ Review Annual Health and Medical Records and consider using a pre-event screening for all participants.

E = Equipment and Environment

❑ Verify that handwashing, hygiene and cleaning supplies are available and used properly.
❑ Monitor social distancing, interactions and sharing of equipment and food among participants.
❑ Monitor participants for changing health conditions.
❑ Use the “as you gather” protocols.

SAFE ≠ Risk-Free

As the response to the pandemic shifts to a state-focused, phased approach, the Boy Scouts of America advises local councils to consult with their local and state health departments, as well as local chartered partners, to implement appropriate protocols to help keep our members, volunteers and employees safe.

Precautions and mitigation strategies are important, but they cannot eliminate the potential for exposure to COVID-19 or any other illness when in-person activities resume.

People with COVID-19 may show no signs or symptoms of illness, but they can spread the virus. Some people may be contagious before their symptoms occur. The fact is that someone with COVID-19 may pass the required health screenings and be allowed into program activities.

The Centers for Disease Control and Prevention (CDC) states that older adults and people of any age who have serious underlying medical conditions are at higher risk for severe illness from COVID-19. If you are in this group, please ensure you have approval from your health care provider prior to resuming in-person Scouting activities.

Every member, volunteer and family must evaluate their unique circumstances and make an informed decision before attending in-person activities.

We hope this information will be helpful as you make that choice.

For updates, please monitor https://www.scouting.org/coronavirus
Before you gather:

- **Consult** your council and chartered organization to understand community standards and protocols in place.
- **Communicate** to all parents and youth that the Boy Scouts of America recommends that no one in the higher-risk category take part in person. Continue to engage virtually.
- **Communicate** that anyone who feels sick must stay home. If you become sick or develop symptoms, isolate yourself then go home and seek care.
- **Educate and train** all participants on appropriate social distancing, **cleaning and disinfecting, hand hygiene** and **respiratory (cough or sneeze) etiquette** before meeting for the first time. Periodically reinforce the behaviors as needed.
- **Before attending**, upon arrival and at least daily for longer events, all participants **should be screened** for any of the following new or worsening signs or symptoms of possible COVID-19:
  - Cough
  - Shortness of breath or difficulty breathing
  - Chills
  - Repeated shaking with chills
  - Muscle pain
  - Headache
  - Sore throat
  - Loss of taste or smell
  - Diarrhea
  - Feeling feverish or having a temperature greater than or equal to 100.0 degrees Fahrenheit
  - Known close contact with a person who is lab-confirmed to have COVID-19
- **As appropriate**, participants should have **face coverings** available to wear when gathering or when in public areas or venues. Several coverings per person may be needed.
- **Communicate** that those who take part in person should avoid contact with higher-risk individuals for 14 days after the event.

As you gather:

- **Minimize group sizes**. Small groups of participants who stay together all day every day, remain **6 feet apart** and do not share objects are at the lowest risk. Think of a den or patrol that does not mix or gather with other dens or patrols, with supervision that stays with the small group. Scouting’s **Barriers to Abuse always apply**.
- **Stay local** to your geographic area and groups for unit activities. If you must travel, limit mixing with others along the way.
- **Minimize mixing** with parents or siblings unless they are part of the unit activity. For example, the same parent picks up and drops off youth, and stays in the car. No guests or visitors who have not been through the pre-gathering protocols and screening should take part.
- **Have hand sanitizer**, disinfecting wipes, soap and water, or similar disinfectant readily available for use at meetings, activities and campouts.
- **Minimize the use** of common areas and shared tools. If unavoidable, they should be thoroughly cleaned and disinfected between uses.
- **Develop dining protocols** (including but not limited to):
  - No self-serve buffet meals or common water coolers.
  - Use of disposable utensils, napkins, cups and plates.
  - Clean and disinfect eating and cooking gear after each use.
- **Develop tenting protocols** for the group:
  - Minimize use of fans or devices that stir the air.
  - Campers should sleep head-to-toe in bunks or cots spaced as far apart as possible.
  - Individual tents, hammocks and bivys may be considered.
- **During program activities**:
  - Equipment that must be shared should be disinfected before and after each use.
  - Where possible, assign activity-related protective equipment for the duration of an event to a single individual (life jacket, gloves, harness).
  - Effective handwashing before and after each program area use.
- **In case of an injury or illness**, promptly report the incident, including COVID-19 exposures. Utilize Incident Reporting Resources, including COVID-19 instructions.

When you get home:

- **Avoid contact** with higher-risk individuals for 14 days.
- **Monitor** for any signs of illness for 14 days, and
- **Communicate** with your unit leadership should you develop symptoms.
## 2020 Fall Family Camp

**Spooky-ree Schedule & Program Information**

<table>
<thead>
<tr>
<th>FRIDAY</th>
<th></th>
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<tbody>
<tr>
<td><strong>5:00 pm</strong> Cohort Leader Check-In</td>
<td>M²</td>
</tr>
<tr>
<td><strong>6:00 pm</strong> Participant Check-In</td>
<td>M¹</td>
</tr>
<tr>
<td><strong>5:30 pm</strong> Cohort Leader Meeting</td>
<td>M²</td>
</tr>
<tr>
<td>9:00 pm Cars must be moved out of the campsites and to your assigned parking lots.</td>
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<table>
<thead>
<tr>
<th>SATURDAY</th>
<th></th>
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<tbody>
<tr>
<td><strong>8:00 am</strong> Opening Ceremonies</td>
<td>In your campsite (see script provided)</td>
</tr>
<tr>
<td><strong>8:30 am</strong> Late Arrival Check In</td>
<td>Camp Office, under Dining Hall</td>
</tr>
</tbody>
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**DAYTIME ACTIVITIES 9:00 am – 5:30 pm**

<table>
<thead>
<tr>
<th>Time</th>
<th>Activity</th>
<th>Location</th>
</tr>
</thead>
<tbody>
<tr>
<td>9:00 am</td>
<td>Ham Radio</td>
<td>Ashley Building all day</td>
</tr>
<tr>
<td>1:00 pm</td>
<td>Lunch</td>
<td>Wherever you finished in rotation</td>
</tr>
<tr>
<td>6:00 pm</td>
<td>Dinner</td>
<td>In your campsite (if ordered box it will be delivered at this time)</td>
</tr>
<tr>
<td>6:30 pm</td>
<td>Cohort Crafts</td>
<td>In your campsite</td>
</tr>
<tr>
<td>7:45 pm</td>
<td>Closing Ceremonies</td>
<td>In your campsite (see script provided)</td>
</tr>
<tr>
<td>8:00 pm</td>
<td>Campfire Program</td>
<td>In your campsite (see script provided)</td>
</tr>
<tr>
<td>9:00 pm</td>
<td>Smore’s</td>
<td>In your campsite</td>
</tr>
<tr>
<td>10:30 pm</td>
<td>Lights Out</td>
<td>Campsite</td>
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<table>
<thead>
<tr>
<th>SUNDAY</th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>8:00 am</strong> Interfaith Chapel Service</td>
<td>In your campsite (see script provided)</td>
</tr>
<tr>
<td><strong>9:00 am</strong> Departure</td>
<td></td>
</tr>
</tbody>
</table>

The following activities will take place in your pre-scheduled Zone Rotations by Cohort groups from 9:00 am - 5:30 pm.

| A | Crafts “Pirate Gear” Hats/Hooks – Pirate Ship | H | Attack on the High Seas—Gorman Field |
| B | Blackbeard’s Escape—Love Hall Field          | I | Haunted Hayride—By Arnold Pavilion   |
| C | Capture the Pirate Flag – Emerson Field      | J | BB Guns with Rubber band Guns—By Health Lodge |
| D | First Mates Relay—Morcock Field              | K | Archery—Volleyball                  |
| E | Slingshots—By Shower House 2 & Gaga Pits     | L | Message in a Bottle Building – Arnold Pavilion |
| F | Tow the Boat—Henderson Field (Pavilion)      | M¹ | Participant Check-in—Road by Flaming Arrow |
| G | Plundering—Gorman Field                      | M² | Cohort Leader Check-in—Staff HQ Building |

| M² | Cohort Leader Check-in—Staff HQ Building |
| M¹ | Participant Check-in—Road by Flaming Arrow |
## 2020 FALL FAMILY CAMPOUT—SPOOKY REE
WOODRUFF SCOUT CAMP

### FRIDAY

<table>
<thead>
<tr>
<th>Time</th>
<th>Event</th>
<th>Location</th>
</tr>
</thead>
<tbody>
<tr>
<td>5:00 pm</td>
<td>Check-In—Cohort Leaders</td>
<td>Q¹</td>
</tr>
<tr>
<td>6:00 pm</td>
<td>Check-In—Participants</td>
<td>Q²</td>
</tr>
<tr>
<td>5:30 pm</td>
<td>Cohort Leader Meeting</td>
<td>Q¹</td>
</tr>
<tr>
<td>9:00 pm</td>
<td>Cars must be moved out of the campsites and to your assigned parking lots.</td>
<td></td>
</tr>
</tbody>
</table>

### SATURDAY

<table>
<thead>
<tr>
<th>Time</th>
<th>Event</th>
<th>Location</th>
</tr>
</thead>
<tbody>
<tr>
<td>8:00 am</td>
<td>Opening Ceremonies</td>
<td>In your campsite (see script provided)</td>
</tr>
<tr>
<td>8:30 am</td>
<td>Late Arrival Check-In</td>
<td>Nunn Building</td>
</tr>
<tr>
<td>1:30 pm</td>
<td>Lunch</td>
<td>Wherever you finished in rotation</td>
</tr>
<tr>
<td>6:00 pm</td>
<td>Dinner</td>
<td>In your campsite (if you ordered a box, it will be delivered at this time)</td>
</tr>
<tr>
<td>6:30 pm</td>
<td>Cohort Crafts</td>
<td>In your campsite</td>
</tr>
<tr>
<td>7:45 pm</td>
<td>Closing Ceremonies</td>
<td>In your campsite (see script provided)</td>
</tr>
<tr>
<td>8:00 pm</td>
<td>Campfire Program</td>
<td>In your campsite (see script provided)</td>
</tr>
<tr>
<td>8:30 pm</td>
<td>Astronomy</td>
<td>Field Across from Bath House 6, Flashlight</td>
</tr>
<tr>
<td>9:00 pm</td>
<td>Smore’s</td>
<td>In your campsite</td>
</tr>
<tr>
<td>10:30 pm</td>
<td>Lights Out</td>
<td>Campsite</td>
</tr>
</tbody>
</table>

### SUNDAY

<table>
<thead>
<tr>
<th>Time</th>
<th>Event</th>
<th>Location</th>
</tr>
</thead>
<tbody>
<tr>
<td>8:00 am</td>
<td>Interfaith Chapel Service</td>
<td>In your campsite (see script provided)</td>
</tr>
<tr>
<td>9:00 am</td>
<td>Departure</td>
<td></td>
</tr>
</tbody>
</table>

The following activities will take place in your pre-scheduled Zone Rotations by Cohort Groups from 9:00 am—5:30 pm.

<table>
<thead>
<tr>
<th>Zone</th>
<th>Activity</th>
</tr>
</thead>
<tbody>
<tr>
<td>A</td>
<td>Ion Control—Lower Activity Field</td>
</tr>
<tr>
<td>B</td>
<td>Escape From Endor—Outdoor Skills</td>
</tr>
<tr>
<td>C</td>
<td>Mission Control—Right Amphitheater Field</td>
</tr>
<tr>
<td>D</td>
<td>Water Rockets—Left Amphitheater Field</td>
</tr>
<tr>
<td>E</td>
<td>Hubble—Waterfront</td>
</tr>
<tr>
<td>F</td>
<td>Dueling Asteroids—Nature Center (all day)</td>
</tr>
<tr>
<td>G</td>
<td>Thru The Worm Hole—Dining Hall Lawn</td>
</tr>
<tr>
<td>H</td>
<td>Blast Off—Upper Activity Field</td>
</tr>
<tr>
<td>I</td>
<td>Constellation Game—Handicraft Pavilion</td>
</tr>
<tr>
<td>J</td>
<td>Constellation Game—Handicraft Pavilion</td>
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<td>Constellation Game—Handicraft Pavilion</td>
</tr>
<tr>
<td>K</td>
<td>BB Shooting/Rubber band Guns—Rifle Range</td>
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<tr>
<td>L</td>
<td>Sling Shots—Mountaineer Pavilion</td>
</tr>
<tr>
<td>M</td>
<td>Astronomy—Field across from Bath house 6</td>
</tr>
<tr>
<td>N</td>
<td>F19 Cock Pit—Motor Boat Road by Bath House 6</td>
</tr>
<tr>
<td>Q¹</td>
<td>Cohort Leader Check In (Meeting)—Nunn Building</td>
</tr>
<tr>
<td>Q²</td>
<td>Participant Check In—Main Pavilion</td>
</tr>
</tbody>
</table>