

BOY SCOUTS OF AMERICA
2020 FALL SPOOKAREE

OCCONEECHEE COUNCIL
BLACK RIVER DISTRICT

(Revised as of October 14, 2020)

Our staff anticipates and expects your spirited participation in the District Spookaree activities, adventure, and of course the FUN. It is our intent to provide the atmosphere and opportunity for the Cub Scouts in your unit to build their basic Scouting skills while at the same time providing a selection of exciting activities.

Please read this entire leader's guide. The most successful units at this event will have thoroughly read and attained a complete understanding of all the sections covered in this Leader's Guide.

The Spookaree committee recognizes that there are many packs in the district who do not have the resources to conduct an effective Cub Scout program within their own unit. With new Cub Scouts, starting the new year may seem daunting and challenging and the same for the parents especially in Covid times. In order to help fill that void one of the goals of this year's Spookaree was to provide the opportunity for those new Cub Scouts to start building their Scout skills, but to do it in a fun environment. Cub Scouts will rotate through different events. The main assigned schedule will be shooting sports. Each station will provide the opportunity to gain knowledge in a specific skills area. Older Scouts will be assisting in Cub Scout Ranges (BB Gun & Archery).

Please Note: We have been required to limit our activities this year due to Covid and the need to social distance and limit shared devices.

This Leader’s Guide contains the following sections to help you prepare for the Black River District Fall Spookaree.

	General Information	
	Registration	
	Spookaree Schedule	
	Activities	
	Specials Activities	
	Location	
	Driving Directions	
	Map	

Important Dates

Registration: Before October 10, 2020 - \$5.00

I. General Information

This year, we are pleased to hold this year's Spookaree at *Camp Durant*, home of our Council's summer camp just west of Carthage, NC.

A scout is obedient. We are privileged to be able to use the facilities provided by our council, but in doing so, we must make sure we follow the principles of Leave No Trace Scouting! They are addressed in the list of DOs and DON'Ts. Follow the rules as good scouts and citizens, and in the end these rules should have no adverse effect on our Fall Spookaree. **Covid Guidelines will also be in effect. These policies are attached to this guide. A Pre-Screening Health Guide must be turned in for each camping attendee (14 day log).**

The Spookaree Staff have chosen to govern this event by three simple rules: the Scout Oath, the Scout Law, and the Outdoor Code - which we have all come to know as "Leave No Trace". We will also insist and work to ensure that all participants live within the Guidelines of Safe Scouting (<http://www.usscouts.org/safety/g2ss.pdf>). All violations shall and will be dealt with swiftly by the staff and may result in or require the removal of an individual unit from the Spookaree. The Spookaree Chairperson reserves the right to exercise his/her authority as he/she sees fit, and, as always, will uphold the Scout Law.

The following guide outlines activities we would like to offer. Without volunteers to staff and run the activities, they will not occur. Please make sure your unit is providing adults to help plan and run these stations so that all may benefit. The final list of activities will be updated based on unit signups by the October Spookaree planning meeting.

The Spookaree can only be as strong as the unit participation. This includes the Spookaree activities and events as well as our program of exhibitions and demonstrations. Please see the "Activities" section for further details.

Remember, Spookaree staff consists of both adult and youth members; men and women who have put in extra time to ensure we all have fun. Each of them is required to respect each participant and requires the respect of those same participants. They will be in leadership roles the entire weekend and will benefit from your help, patience, and guidance when required. Regardless of the situations that may arise, we are doing our best and would appreciate your unit's respect and cooperation.

DOs AND DON'Ts FOR FALL SPOOKAREE

DO	DO NOT
<u>DO</u> - TAKE THE TIME TO PRE-REGISTER AND PROIBD THE PROPER COVID FORMS UPON ARRIVAL AT CAMP. THIS IS ESSENTIAL FOR A SUCCESSFUL EVENT.	<u>DO NOT</u> - DIG ANY HOLES FOR ANY REASON, INCLUDING FOR GATEWAY BUILDING.
<u>DO</u> - USE THE EXISTING FIRE RINGS IN YOUR CAMPSITE IF YOU PLAN TO HAVE A FIRE OR DUTCH OVEN CHARCOAL FIRE.	<u>DO NOT</u> - BUILD FIRES ON THE GROUND.
<u>DO</u> - DISPOSE OF WASH WATER PROPERLY.	<u>DO NOT</u> - WASH DISHES AT OR NEAR THE BATHHOUSES (THE SINKS WILL CLOG). ALL WASHING MUST BE DONE IN YOUR CAMP AREA.
<u>DO</u> - WEAR YOUR CLASS B UNIFORM DURING THE Spookaree EVENTS. CLASS A SHOULD BE WORN FOR FLAG RAISING, LOWERING, AND SCOUTS OWN SERVICE.	<u>DO NOT</u> - LEAVE THE Spookaree SITE WITHOUT AN ADULT FROM YOUR UNIT. UNIT LEADERS ARE 100% RESPONSIBLE FOR YOUR SCOUTS AND USE OF THE BUDDY SYSTEM
<u>DO</u> - BRING ALL COOKING GEAR REQUIRED BY YOUR UNIT TO PREPARE YOUR MEALS.	<u>DO NOT</u> - PARK IN THE CAMPING AREAS. PARK CARS ALONG ROADS OR AT ADMIN BUILDING
<u>DO</u> - BRING GARBAGE SACKS AND EXPECT TO PLACE ALL YOUR OWN TRASH AT THE END OF THE Spookaree IN THE DUMPSTERS.	<u>DO NOT</u> - BLOCK THE ROADWAYS.
<u>DO</u> - EXERCISE AND FOLLOW THE SAFETY GUIDELINES FOUND IN THE GUIDE TO SAFE SCOUTING.	<u>DO NOT</u> - BRING OR PLAY ANY ELECTRICAL DEVICES, ELECTRONIC GAMES, RADIOS, OR ARTIFICIAL NOISE MAKERS PER STANDARD SCOUTING REGULATIONS.
<u>DO</u> - CLEAN UP YOUR BATHHOUSE AND CAMPSITE ACCORDING TO COVID POLICIES AND THE CHECKOUT GUIDELINES. EACH UNIT MUST CHECK OUT IN PERSON BEFORE LEAVING CAMP	<u>DO NOT</u> - PARTICPATE IN ANY CONTACT SPORTS
<u>DO</u> - ENJOY YOURSELF AND HAVE LOTS OF FUN!	<u>DO NOT</u> - BRING FIXED BLADE KNIVES OR FOLDING KNIVES WITH BLADES LONGER THAN 3", DRUGS, ALCOHOL, OR FIREARMS.

PLEASE REMIND ALL SCOUTS TO ONLY PUT TOILET TISSUE IN THE TOILETS (NO TRASH).

To insure the safety of all participants, and in accordance with BSA Guidelines, each unit leader is responsible for having, in their possession, permission slips, COVID Pre-Screening Forms, medical releases, and medical histories of all participants from their unit.

MEDICAL FACILITIES

Each unit should have its own first aid kit. However, a first-aid station, manned by staff members, will be on site for minor first aid requirements. Each unit leader will be responsible for the safe transport of all participants in the event of a medical emergency. **First Health Moore Regional Hospital** is a close-by and fully equipped medical facility, should a medical emergency arise.

EQUIPMENT

Each unit is required to provide all equipment needed to participate in the Spookaree. That includes all tents, stoves, cooking and eating items, and all materials that go into camp gadgets, the entrance gate, water, etc.

There are restroom facilities at each campsite. All scouters need to keep these facilities clean and to not dispose of any waste in the toilets. **Each unit is required to sanitize their shower house.** Water will be available at the bathhouses, but all units should remind their Scouts to NOT bring their dirty pots, pans, and plates to the bathhouse. Fill clean pots and bring them back into the campsite for cleaning.

Under no circumstances should anyone bring anything to clean to the water supply.

An equipment list for the patrols that are overnight camping is provided as a guideline. Units should review equipment requirements with their youth. Those units participating in special events shall provide the necessary equipment called for in that event.

LOADING AND UNLOADING EQUIPMENT, PEOPLE, AND PARKING – ENSURE SOCIAL DISTANCING

This process may be the most frustrating part of the Spookaree for all the staff, youth, and adult leaders. It always is, so be prepared and be patient. If you have any participants in your unit that have a “special need” or mobility issue, please bring it to the attention of the adult Parking Advisor. Remember that the staff is made up of volunteers, youth and adult, and they will have complete authority in any matter in which a dispute arises. On rare occasions, unfortunately, we have adults who disregard the directions and instructions of our scout staff members while they try to carry out their assigned tasks of directing traffic and coordinate parking. In the event that a participant does not heed the direction or instruction of a youth or adult staff member, that person, and possibly their entire unit, may be subject to sanction by the Spookaree Chairman. If a vehicle is left where it is not supposed to be, and the driver has been warned, it may be subject to towing. Vehicle parking will be available at the Administration area, and off the edge of the roads near your campsite.

Parking rules will be strictly enforced. Remember, unit campsites are for tent camping only!

Please do not drive through the Camping areas during the program day. All campers need to remain on the Spookaree site.

UNITS WILL ENHANCE THE LOADING AND UNLOADING OF EQUIPMENT BY FOLLOWING SOME SIMPLE RULES:

- Parking will be available NEAR your campsite, along the camp road. Do not block the roads.
- Plan your trip and vehicle loading and unloading prior to arriving
- Youth and Adults are required to carry their PERSONAL GEAR (in the confines of a pack or duffel bag) to and from their campsites. No motorized vehicles or other devices should be used to transport PERSONAL GEAR.
- Those vehicles carrying youth and personal gear can proceed to their campsite area after checking in to unload them, allow them sufficient time to assemble their gear, and proceed to their campsite.
- No riding in open vehicles such as pick-ups unless in a normal seat and using seatbelts.
- Loading vehicles to leave will be conducted in a like manner.

UNIFORMS

The complete scout “Troop/CUB Uniform” is required for all assemblies, which include flag raising and lowering, our campfire, and the Scouts Own service. However, “Activity (Class B) Uniforms” should be worn during activities and contests. The shirts worn must be scouting-theme appropriate. **Assemblies will be limited to your own unit in your campsite only.**

DRUGS AND ALCOHOL

Drugs are not permitted at any time. Standard rules from the Guide to Safe Scouting apply with respect to prescription medications. The presence of illegal drugs or alcohol may necessitate a call to local law enforcement.

KNIVES, FIREARMS

New Scouts working on Tote-N-Chip requirements can bring an appropriate Scout knife if they plan to attend that activity as part of the Spookaree. Sheath knives or folding knives with large blades over 3 inches are not permitted. There are no bears to skin, no whales to remove blubber from, and these knives just create a situation that will surely result in disciplinary actions. All firearms required for the shooting activities will be provided by camp.

Larger knives that are used for food preparation should be left in the patrol cook site, properly cared for and put away. Always leave this size knife with the patrol cooking utensils. Each participant should be knowledgeable in the use of knives and axes and have in their possession a Tote-N-Chip Card, proof of their proper knowledge and use of such equipment.

ADVANCEMENT OPPORTUNITIES:

Since the Spookaree is geared towards the improvement of scout outdoor and camping skills, there are advancement opportunities for all involved. It is the unit’s responsibility to be prepared for the sign off, documentation, or recognition of these advancement opportunities.

RECOMMENDED EQUIPMENT LIST
(FOR ALL UNITS AND INDIVIDUALS CAMPING OVERNIGHT)

Patrol	Individual
* Patrol Flag	Field and Activity Uniforms w/ MASK
Shovel	Pack/duffel bag
* Adequate # of tents	Sleeping bag/blankets, sleeping pad
	Eating utensils, cup, plate, bowl
* 2 fire buckets or class B/C fire extinguisher for each cooking site	Waterproof matches
Cook kit	Scout Handbook
Dishwashing supplies	Flashlight w/extra batteries & bulbs or 2 flashlights
* Duty roster in plastic	Extra clothes as needed
* Menu in plastic	Rain gear
* Dishpans	Toilet articles w/soap & toothbrush, towel, wash cloth –bringing extra toilet paper is a “good thing.”
* Trash bags	Jacket or sweater (highly recommended)
* Bleach or sanitary tablets	Pocket knife – with Tote-N-Chip Card
* Dining fly	Extra boots/shoes as required
* First Aid Kit	First Aid kit
* Sunscreen	Canteen/water Bottle
Patrol Box	
* Water container(s) filled (5 gal minimum) TBD	Camp chair for Campfire
* Food storage container	
Stoves	Hand Sanitizer as determined by the family
*Hand Soap and or Hand Sanitizer	2 Liter Bottle for Water Rocket
	Candy / Costume for Trick or Treat
	Pumpkin for Carving with Name and Pack #

Unit	
Lanterns (Optional, sites have lighting at shelters)	
US Flag, Pack Flag	

REMINDER: PORTABLE, INTERNAL COMBUSTION ENGINE TYPE,
GENERATORS ARE NOT PERMITTED.

This list is provided as a guide. Patrols, individuals, and units should have equipment to meet their requirements.

II. Pre-Registration and Registration Process

PRE-REGISTRATION IS ESSENTIAL FOR ALL UNITS.

It is important for the Spookaree staff to have an accurate count of heads and units so that we can prepare sites, prepare the class schedules, ribbons, prizes, activities, etc... It is also essential in limiting the confusion and stress while checking in on Friday night. So, this requires planning on your part.

We have made available early check out for those units requiring the opportunity to leave Saturday evening. We encourage you to remain until after your unit's campfire ceremonies are completed.

Please let the registration staff know of ANY intentions your unit may have for early departure, so we may better prepare for you.

This should be done as soon as possible upon arrival, or better yet, upon pre-registration. Early checkout on Sunday is not available prior to 9:30am. Vehicle loading near sites will also be restricted to after dinner for Saturday evening and after 9:30am on Sunday.

FEES

Prior to October 10, 2020, the cost for each Cub Scout pre-registered youth or adult will be \$5.00. This fee is for those attending for the day or for overnight, (one night or two). It is essential that units pre-register on time so that the Spookaree Staff can properly plan all site assignments, individual schedules, and logistics. It will also lessen by a large degree the stress and confusion associated with Friday night check-in.

Registration should be ONLINE and by UNIT.

Fees should be paid online. Fees are not refundable. Fees are to be sent when you register, NOT AT THE GATE. We encourage everyone to register online via the Black River District website. Look for the link from the homepage.

Credit Card payment is preferred; however, if a check is necessary, please write "Black River Spookaree" in the note section. Please add and your troop/pack number to help the council know what the funds are for.

When you choose to register early, you make your check-in quicker, and more hassle free, you save money, and you help us plan better for the number of units that will be participating in the events.

The primary contact and focal person for concerns and questions is the Spookaree Chairperson. For 2020, Brian Shaver is our Spookaree Chair. If you have any questions, you can drop him an email at 1976BrianShav@gmail.com. Please include the words Black River Spookaree in the Subject line.

When you arrive at the Spookaree, you will need to check-in at the Administration building to confirm the total number signed-in for the Spookaree. This check-in is necessary for safety / evacuation requirements, headcounts, etc. Units must inform staff of its arrival immediately upon arrival on site. This will allow speedy unloading from parking areas, with direct access to campsite.

OTHER REGISTRATION REQUIREMENTS

All units are required to check in with the registration staff upon arrival, even if you have pre-registered. All units participating in this Spookaree will be required to provide the following information.

An updated roster of participants (youth and adult) if changes have been made to the original registration form.

Covid Pre-screening forms

Each unit leader is responsible for and should have in their possession the proper permission slips and medical release forms for each youth participant attending.

Evidence of two-deep leadership and use of the "buddy system" will be strictly enforced throughout the Spookaree and campus events.

All units must provide the proper Adult-to-Youth ratios according to the Guide to Safe Scouting.

Units not having the above information may not be permitted to check-in.

III. Spookaree Schedule

FRIDAY – October 23, 2020

PRIOR TO 4:00 PM	STAFF ARRIVAL AND SET UP
4:00 PM	UNIT REGISTRATION – CHECK IN BEGINS (ADMIN SHELTER)
7:30 PM	CHECK IN CLOSES
8:00 – 9:00 PM	LEADER CRACKERBARREL (Cubmaster & Comm Chair Only) <u>ARMSTRONG SHELTER</u>
9:00 – 9:30 PM	SPOOKAREE STAFF MEETING (ARMSTRONG SHELTER)
11:00 PM	TAPS - LIGHTS OUT (PARTICIPANTS AND STAFF)

SATURDAY – October 24, 2020

6:30 AM	REVEILLE
6:45 – 8:15 AM	BREAKFAST, CLEAN-UP
8:00 AM	REGISTRATION OPENS FOR SATURDAY ARRIVALS (or late Friday)
8:30 AM	FLAG RAISING AT VISTA FLAG POLES
9:00 AM	REGISTRATION CLOSSES
9:00 – 9:50 AM	ACTIVITY ROTATION
10:00 – 10:50 AM	ACTIVITY ROTATION
11:00 – 11:50 AM	ACTIVITY ROTATION
12:00 – 1:15 PM	LUNCH – ALL SESSIONS CLOSED
1:15 – 2:05 PM	ACTIVITY ROTATION
2:15 – 3:05 PM	ACTIVITY ROTATION
3:15 – 4:05 PM	ACTIVITY ROTATION
4:15 - 6:00 PM	WEBELOS WORK ON SPOOKY TRAIL
6:05 - 7:30 PM	CHECK OUT FOR DAY REGISTRATION (those units not staying night) 5:00 PM DINNER
<u>7:45 – 8:30 PM</u>	<u>CAMP FIRES IN UNIT CAMPSITES</u>
8:30 – 10:00 PM	WEBELOS/AOL SPOOKY TRAIL – CHECK ORDER ON ACTIVITY SHEET
11:00 PM	TAPS – Lights Out (Quiet)

SUNDAY – October 25, 2020

7:00 AM	REVEILLE
7:15 AM	BREAKFAST (UNITS PREPARE BREAKFAST AT SITES)
8:30 AM	FLAG CEREMONY (IN UNIT CAMPSITE)
9:30 AM	CLEAN UP, PACK UP, AND FINAL INSPECTIONS
10:30 AM	FINAL PARTICIPANT CHECK – OUT
11:00 AM	FINAL SPOOKOREE STAFF MEETING - ALL STAFF - ARMSTRONG
12:00 PM (or sooner)	STAFF DISASSEMBLE, CLEAN-UP, DISMISSAL

GENERAL INFORMATION ON UNIT CAMPSITES

CAMPSITE FORMAT

Each unit will be assigned to a specific summer camp site, either an A or B side. Depending on registration counts, some smaller units will need to share a site. If your unit campsite is not large enough or has a problem, contact the Spookaree Staff at the registration desk and ask for some assistance in finding a solution. Please do not just move to another area without consulting with the staff.

Vehicles will be allowed to park as close to the camping area as possible to unload. No parking is allowed inside the Campsites, so please move your vehicles back to the road after unloading. Trailers may be dropped at the campsite. Units that pre-register will be assigned campsites and notified of location with a detailed map, after registration has closed, approximately a week before the Spookaree to the email of the registered leader.. Regardless of prior notification, entrance to Spookaree and to your campsite must begin with checking in at the registration desk!

Our intended campsite format is designed to get the most out of the space available and yet still give each unit a clear, defined area that they can turn into its own community. That way your unit set up individual patrol sites and still remain a part of the overall Spookaree community.

CAMPSITE ASSIGNMENTS:

RED OAK: PACK 320 / TROOP 320
POPLAR: PACK 356
HICKORY: PACK 374
LONG LEAF: PACK 10
BEECH: PACK 202

IV Activities

The following section outlines the available activities.

CUB SCOUT ACTIVITIES

All of the Scoutcraft stations above (numbers 1 to 12), while designed for new Scouts, are also open to Cub Scouts who wish to learn those skills. Several of these stations are also offering skills that meet the requirements for a variety of the Webelos and AOL Adventures.

Station 1 BB Guns

Rifle Range
Sanitizing between
shooters

Station 2 Archery

Archery Range
Sanitizing between
archers

Station 3 Scout Camp

Upper Red Oak
Campsite

Station 4 Pumpkin Carving

Handy Craft

Station 5 Water Bottle Rockets

Sports Field

Station 6 Conservation Project

Location to be Determined

Station 7 Scavenger Hike

Campfire Area

Station 8 – Spooky Trail

Trail between Grand Lodge and Sullivan Center – WEBELOS and AOLS build the spooky trail with items from home! Bring anything that would go well on a Spooky Trail!

V. Campfire

CAMPFIRE PROGRAM

Each unit is encouraged to participate in their own campsite campfire. Don't forget the 4Ss and bring your Songs, Stunts, and Stories. Your Master of Ceremonies will provide the Showmanship!

VI. Location and Important Addresses

Spookaree Location	Nearest Emergency Facility
Camp Durant 4637 Old Carthage Rd Carthage, NC 28327	First Health Moore Regional Hospital 155 Memorial Dr. Pinehurst, NC 28374

Camp Durant has provided us with an amazing location for our district Spookaree. However, there are some limitations. Please respect them. See the DOs and DON'Ts for this list. Some additional concerns are listed here.

- All dishwashing must be done in your camping area and the 3-pot & **Leave-No-Trace** methods are to be in use at all times. No food scraps whatsoever will be scattered on the ground with your wastewater. No pots and pans should be cleaned at the sinks.
- Screened brackish waste water, may be broadcasted in the appropriate fashion, outside of all the campsite area – in the natural areas.
- Each unit should plan to place all of their garbage and trash in the dumpsters at camp. It is the responsibility of each unit to collect, contain, and deposit their trash in the dumpsters when the Spookaree is over. Bring trash bags as the trash cans may not be set up at each site (as they are taken in during winter).

PLAN WELL, HAVE FUN, AND REMEMBER, “LEAVE-NO-TRACE” CAMPING IS THE RULE

Even though Camp Durant is an established camp, it is important to remember the principals of “Leave no Trace”. We are very excited to be able to use the Camp and would be very pleased if we are able to use it in future years. Please remember - NO DIGGING.

There will be some garbage cans available in camp, but these should all be emptied with the trash taken to the nearest dumpster. The abuse of these facilities will not be permitted. Abuse will be defined as any misuse of the resource, any actions that cause the areas to become unsightly or unsanitary, any dishwashing disposal of waste (water or otherwise) in the campsites. Violations of proper use will draw a warning from staff members, but any continued violations will be dealt with by the Spookaree Chairperson and may result in removal of individuals or entire units.

VII. DRIVING DIRECTIONS TO CAMP DURANT:

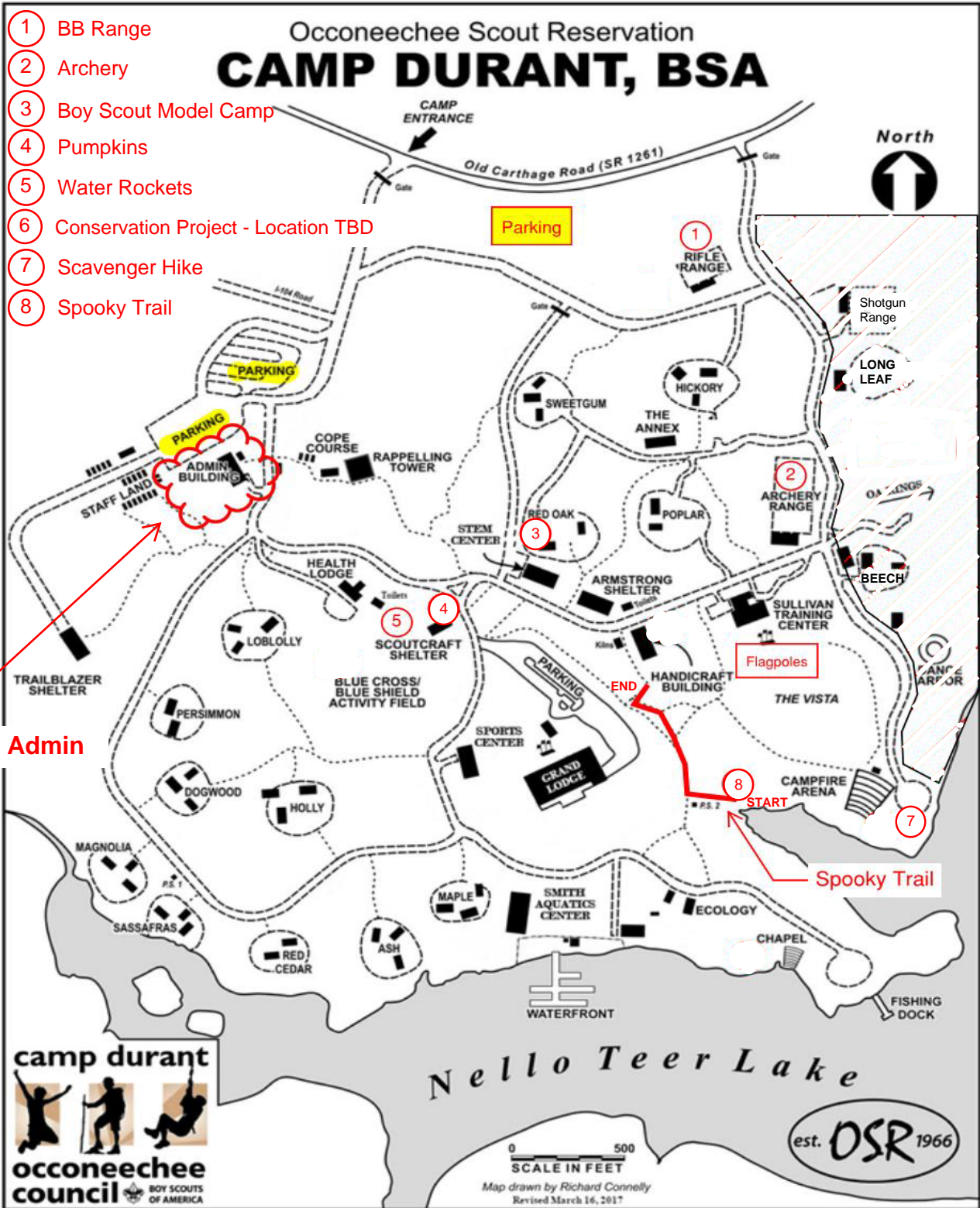
(Located at: 4637 Old Carthage Rd., Carthage, NC 28327)

From Wake County:

1. Take US1 South from your location
2. Make a slight right onto US-15/501 S 10.6 mi
3. Make a slight right onto Monroe St., heading into Carthage 1.2 mi
4. At traffic Circle, take the 2nd exit onto NC-22N/NC-24W/NC-27W Courthouse Square/McReynolds St. 1.3 mi
5. Turn left onto Bethlehem Church Rd 7.0 mi
6. Continue onto Old Carthage Rd. at light 0.6 mi
7. Turn left onto Durant Rd. and enter through the gate.
Continue straight up to the Administration building to check-in.

NOTE: If you wish to obtain more detailed directions from your location, use your favorite Maps program on your computer or phone (for example, Google Maps).

VIII. Spookaree MAP



Activity Time	PACK 202	PACK 10	PACK 374	PACK 356 LION-BEAR	PACK 356 WEBI/AOL	PACK 320 LION-BEAR	PACK 320 WEB/AOL
8:30am-9am		Flags					
9:00am-9:50am	Scavanger Hike	Archery	Archery	Rockets	Scout Camp	Conservation Project	Conservation Project
10:00am-10:50am	BB	Pumpkins	Scout Camp	Archery	Archery	Rockets	Scavanger Hike
11:00-11:50	Archery	Scout Camp	Pumpkins	Conservation Project	Conservation Project	Scavanger Hike	BB
12:00pm-1:15pm	*****	*****	*****	LUNCH	*****	*****	*****
1:15pm-2:05pm	Scout Camp	Scavanger Hike	Rockets	BB	BB	Pumpkins	Archery
2:15pm-3:05pm	Conservation Project	BB	BB	Scout Camp	Rockets	Archery	Pumpkins
3:15pm-4:05pm	FREE TIME	Rockets	Conservation Project	Scavanger Hike	Pumpkins	BB	Scout Camp
4:15pm-6:00pm	***	*****	*****	WORK ON	SPOOKYTRAIL	*****	*****
4:15pm-5:05pm	Pumpkins	Conservation Project	Conservation Project	Pumpkins	Scavanger Hike	Scout Camp	Rockets
5:15pm-6:05pm	Rockets	FREE TIME	FREE TIME	FREE TIME	FREE TIME	FREE TIME	FREE TIME
6:05pm-7:30pm	*****	*****	*****	DINNER	*****	*****	*****
7:45pm-8:30pm	*****	*****	*****	UNIT CAMPFIRES	*****	*****	*****
8:30pm-8:45pm	Spooky Trail						
8:45pm-9:00pm		Spooky Trail					
9:00pm-9:15pm							
9:15pm-9:45pm		Spooky Trail					
9:45pm-10:15pm				Spooky Trail	Spooky Trail	Spooky Trail	Spooky Trail
11:00 PM	*****	*****	*****	LIGHTS OUT	*****	*****	*****