



Spookaree is a weekend event for Cub Scouts (kindergarten - 5th grade) and their families. Thrills and Chills await Cub Scouts and their families with spooky trails and hayrides, pumpkin carving, face painting and so much more!

Register

Registration can be completed by the unit leaders only. No individual registrations will be accepted.

Register early so staff can purchase supplies and place the Scouts in the same rotation as other Scouts in their pack.

There is NO ONSITE registration, so pay online before arriving. Late registrants will NOT be accepted.

Registration Fees Before 09/18/2026	
Cub Scouts (kindergarten - 5th grade)	\$30.00 includes patch, pumpkin, lunch and supper on Saturday and breakfast on Sunday
Siblings	\$30.00 includes patch, pumpkin, lunch and supper on Saturday and breakfast on Sunday. Ages 1+
Parents	\$20.00 includes patch, lunch, and supper on Saturday and breakfast on Sunday

Registration Fees After 09/18/2026 (REGISTRATION ENDS 09/25/2026)	
Cub Scouts (kindergarten - 5th grade)	\$60.00 includes,, lunch and supper on Saturday and breakfast on Sunday
Siblings	\$60.00 includes, lunch and supper on Saturday and breakfast on Sunday
Parents	\$40.00 includes lunch, and supper on Saturday and breakfast on Sunday

Short-sleeved T-shirts will be available for pre-order only. All units registering with shirt orders must do so before 09/18/2026. T-Shirts are \$20 per person. No T-shirt orders will be placed after 09/18/2026.

This event, everyone will be assigned a campsite to tent camp based upon the number of registrants the pack has. This will be provided at check-in.

Directions

The event is being held at Camp Yocona.
Camp Yocona
878 Boy Scout Road
Randolph, MS 38864

BALOO and Hazardous Weather Training

BALOO Training: At least one adult on a pack overnighter must have completed Basic Adult Leader Outdoor Orientation (BALOO) to properly understand the importance of program intent, youth protection policies, health and safety, site selection, age-appropriate activities, and sufficient adult participation.

Hazardous Weather Training: At least one adult must complete Hazardous Weather training which can be taken online at [My.Scouting.org](https://my.scouting.org).

Medical Forms

[BSA Annual Health and Medical Form Parts A & B \(for All Scouting Events\)](#) must be completed and signed for each and every person in attendance. These forms must be turned into the health officer for the duration of the event. A health officer will be onsite in the event of an emergency.

Parking

Each Pack is responsible for the safe transportation of its' members to and from camp and ensures that all vehicles meet BSA Insurance requirements. Parking is available at the camp entrance for leaders and visitors.

The only vehicles allowed to operate within camping boundaries are emergency personnel vehicles and those approved by Meg Falls. All other vehicles must remain in the designated parking area of Camp Yocona.. There will be locations labeled by campsite in the parking lot for everyone's gear. A staff member will deliver your gear to your campsite during check-in hour, or you may carry your gear down by hand. Leaders will get assigned campsites at sign-in and then return to the parking lot to put their gear in the designated spot. NO UNAPPROVED VEHICLES are allowed inside the camping area. If you need a ride to certain events there will be a designated driver to drive people who cannot walk long distances. **Please sign the list at check-in. Only the people listed will be able to be given rides. No kids are allowed to ride.**

Activities/Events

Pumpkin Carving/Decorating	Each Scout and sibling will be provided with a pumpkin to carve/decorate.
Scarecrow Building	Each unit will be provided with hay and stakes to make a scarecrow. Units will be responsible for bringing clothes, hats, etc. to decorate their scarecrow with. Unit scarecrows will be judged, and awards will be handed out Sunday morning. Must be present on Sunday at awards time to win an award.
Activities/Games	Scavenger Hunt, Cotton Candy, Face Painting, Tattoos, Pumpkin Tic Tac Toe, and more!
Archery	Archery will be available at shooting sports. Unit leaders will be given a schedule at check-in.
BB Guns	BB gun shooting will be available at shooting sports. Unit leaders will be given a schedule at check-in.
Tent Decorating	Each pack is encouraged to decorate a mock tent. Awards will be given to the best decorated tents. Must be present on Sunday at awards time to win an award.
Costume Contest	This will be judged by Den this year.
Trick or Treating	Each Unit is responsible for setting up a spot at their campsite for campers to trick or treat and provide their own decorations and candy. Campers will not trick or treat individual tents or cabins. There will be an award for best decorated. Must be present on Sunday at awards time to win an award.
Spooky Trail	Enter if you dare down the spooky trail.
Hayride	Hayrides will be given.
Campfire	Each Unit is responsible for a skit or song at campfire. All skits and songs must be submitted to Meg Falls at megfalls.16@gmail.com for Camp Yocona for approval by 09/26.

Schedule (subject to change)

Saturday

7:30qm-9:00am	Check in and Setup
9:10am	Opening @ Flagpole
9:30am	Cubmaster meeting @ admin
9:30am--11:30am	Rotation 1 Pumpkin carving, face painting, games
11:30-12:45pm	Lunch @ Campsite
1:00pm-4:45pm	Rotation 2: fishing, shooting sports, craft, scavenger hunt
4:50pm	Meet @ Flagpole
5pm-6pm	Supper (when finish eating go get ready for trick or treating)
6:30pm-7:00pm	Trick or treating/ Judging of Scarecrows, tents, costume & pumpkin carving contest
7:15pm-7:30pm	Walk to Campfire down the Spooky Trail or around the back way kid's choice which to choose
7:30pm-9:00pm (subject to change)	Campfire
10:30pm	Lights Out

Sunday

6am	Wake up and pack up. Have luggage and gear by road by 7am
7:00am-8:00am	Breakfast
7:45am	Cubmaster meeting @ admin
8:15am-9:15	Interfaith Worship Service/Awards
10:00am	Everyone must be departed

Advancement Opportunities

Some activities during the weekend may cover portions or all parts of some adventures. It will be up to individual units to record those for Scouts that attend.

Campsites Camp Yocona

Campsite locations will be assigned and given at check-in. Tent camping is encouraged since there will be a tent decorating contest. Packs will camp together as a group. Each campsite has a bathhouse with flushable toilets, private showers, and sinks. There is also a picnic table and fire ring at each campsite. Campsites will be assigned based on the size of the Pack. **You may be sharing a campsite with another Pack. Packs are responsible for keeping and leaving their campsite clean.** Adults must supervise the cleaning of the campsite to ensure it is done properly. **Each campsite must be checked by a staff member before the Pack leaves camp.** Everyone must leave Camp Yocona by 10:00am on Sunday, October 19th.

Fires

In the absence of a fire ban, fires can be built in designated fire rings. No fires may be left unattended at any time. All fires must be completely extinguished before the unit leaves.

Meals (subject to change)

Saturday Lunch: (bag lunch must be picked up by 11am at dining hall)

- Sandwiches
- Chips
- Spooky Dessert

Saturday Supper:

- Counselor Burgers
- Campfire tots
- Lake monster spaghetti
- Vegetable of Chef's Choice
- Mud & Worms cups (pudding)
- Fresh Fruit
- Yocona Swamp Water

Sunday Breakfast:

- Log Cabin Sticks
- Sleeping bags (pigs in blanket)
- Camp Kitchen (biscuits & gravy)

- Milk
- Juice

* Saturday lunch and supper will have an option for those who cannot eat beef for dietary or religious reasons, **ONLY IF ALL dietary requests must be updated in Tentaroo before 09/18**. Unit leaders must include dietary restrictions and allergies with their online registration. If we are not informed of these beforehand, options will not be available upon arrival.

Trading Post

The Trading Post will be open during Spookaree. Times the trading post is open will be given to unit leaders at check in. The Trading Post is in the middle of the camp and stocks a variety of items, such as camp memorabilia (patches, T-shirts, etc.), program supplies, and concession items. The Trading Post will be open each day.

Scouts will need to have money for the Trading Post and must have an adult with them at the Trading Post. Recommended spending money for each Scout is at least \$40.

Knives may be purchased by any **adult** in the Trading Post. Knives can be purchased by a Scout if they have the Whittling Chip card and a parent or leader is present. **Knives will not be sold to any Scout who is not accompanied by an adult.**

Campfire

Each Unit is responsible for a skit or song at campfire. All skits and songs must be submitted to Meg Falls at megfalls.16@gmail.com. (Please subject the email Spookeree 2026) for approval by 09/25 for Camp Yocona.

Weather

All participants must be fully prepared for the weather conditions typical for this time of the year. Whether rain or shine, hot or cold, be sure to bring enough clothing to be as comfortable as possible during the weekend. In some cases, activities may be suspended for safety reasons during periods of severe weather.

Lost and Found

Lost and found will be located at registration/check-in. Leftover items are donated to charity after camp. It is suggested that participants label all items taken to the event.

Interfaith Worship Service

The Scout Law teaches, "A Scout is reverent. A Scout is reverent toward God. They are faithful in their religious duties. They respect the beliefs of others." It is important that Scouts be taught to recognize the beliefs of other Scouts and to respect those beliefs. An interfaith service for all Scouts and their families will be held on Sunday morning.

Check-In

Packs should plan to arrive at camp on the first day of Spookaree at 7:30AM. Early arrivals are discouraged, and check-in will not begin before 7:30AM.

Please have your ENTIRE Pack arrive on time. Only Packs with all campers (adults and Scouts) present with the proper health forms will be allowed to check-in. Please make prior arrangements with Meg Falls if you know you will have late arrivals. Carpooling is encouraged as there is limited parking available at camp..

Once you arrive at camp, designate one leader for final registration. Bring with you each person from your Pack's completed health forms. Please leave the Scouts outside the building with two adults from your Pack. Health forms are to be turned into the health officer.

Checkout

The final checkout will be on Sunday by 10:00am.

Photographs

Notice! Please be advised that promotional videotaping/photography may be in progress at any time at an event. Your entrance constitutes your agreement that the council has the right to reproduce your likeness in videography/photography for promotion (e.g., publications, internet, newspaper).

Scouting Safely

The [BSA's Commitment to Safety](#) is ongoing and we want you to know that the safety of our youth, volunteers, staff, and employees cannot be compromised. The Boy Scouts of America puts the utmost importance on the safe and healthy environments for its youth



membership. The Natchez Trace Council takes great strides to ensure the safety of its youth as well as the adult volunteer leadership that interacts with them.

BSA [Guide to Safe Scouting](#) policies must be followed. All participants must follow [Youth Protection Guidelines](#) at all Scouting events. Highlights include:

- Two-deep leadership on all outings required.
- One-on-one contact between adults and youth members is prohibited.
- The buddy system should be used at all times.
- Discipline must be constructive.
- **All Packs are required to always have at least two adult leaders for every eight Cub Scouts and one other adult for every four additional Cub Scouts at camp.**

Health and safety must be integrated into everything we do, to the point that no injuries are acceptable beyond those that are readily treatable by Scout-rendered first aid. As an aid in the continuing effort to protect participants in a Scout activity, the BSA National Health and Safety Committee and the Council Services Division of the BSA National Council have developed the "[Sweet Sixteen](#)" of BSA safety procedures for physical activity. These 16 points, which embody good judgment and common sense, are applicable to all activities.

Important Notes

- Campers must report all accidents, injuries, or lost persons to camp staff immediately.
- Vehicles and trailers may be parked only in the camp parking lot outside the gate.
- Camp staff must inspect each campsite and approve its condition before the site's occupants depart.
- Music and other noise should be kept low and not be heard by neighboring campers.
- Campers should remain quiet between 10:30 PM and 7:00 AM.
- Adults may build fires in existing campfire rings only. Fires must always be tended to and put out before leaving the area.
- Campers may not cut living or standing trees or pull the bark from trees.
- Campers are not permitted to capture or hunt any animals at camp.
- Firearms are prohibited.
- Smoking at camp is only allowed in the parking lot.
- At least two adults must be present to supervise Cub Scouts at all times.
- All Cub Scouts must travel with a buddy. No adult should ever be alone with a Scout other than his or her own child.
- Alcoholic beverages, fireworks, portable generators, and electric or liquid fuel heaters are forbidden.
- Secure all valuables. camp is not responsible for any lost or stolen property.

- Campers may not bring pets to camp. Visitors' pets are restricted to the parking lot and not allowed in the camp.
- Campers must avoid maintenance areas, storage facilities, and construction sites.
- There are no secret organizations recognized by the Boy Scouts of America. All Scouting programs are open to parents and leaders.
- Proper clothing must be worn for all activities. Ladies must wear one-piece bathing suits. Closed-toed shoes must be worn at all times.
- There is to be no defacement (graffiti or vandalism) of buildings, picnic tables, or other structures at camp. Any such vandalism will be charged to the Pack(s) Involved.
- The use or possession of alcoholic beverages, nonprescription-drugs, or narcotics is not a part of Scouting programs. These substances are not allowed on camp property and violations provide grounds for immediate dismissal from camp. Further legal action may be taken.

Vehicle Policy

The Boy Scouts require each Council to establish a vehicle policy for camps to meet National Camp guidelines. These guidelines are in effect for all Scouting events on camp. Vehicle use must be limited for the protection of the scouts and Scouters using the property.

This policy applies to all people and leaders of units during activities at Camp, including event staff and volunteers. Please come prepared to walk a little more than you may have previously and if needed make arrangements with Meg Falls if special circumstances apply.

The Natchez Trace Council has established the following rules and requirements for vehicle use on camp:

- The speed limit on camp is 12 mph
- Vehicles must be left in the parking lot at all times.
- Operators must use safety belts
- All vehicle operators on camp must be at least 18 years old. Persons with disabilities or limitations needing transportation must fill out on their registrations and sign in the sheet at check-in to arrange for vehicle assistance. We will have a staff member that will drive people with disabilities or limitations to and from events. There will be no traffic going back and forth out of the gate and around camp. There will be a lot of people and kids walking and safety is our top priority.
- Vehicles are to be used by only the person with authorization.
- All vehicles so equipped must use headlights and flashers while operating on camp.
- You will not be allowed to take a vehicle/trailer into camp, gear will be dropped at designated spots in the parking lot and will be delivered to you campsite by a staff

member during check-in. Check-out day your gear must be put out by the road of your campsite by 8am to be picked up by a staff member and you will pick it up in the parking lot at the same spot you dropped it off at the day before.

- Only emergency vehicles, service and camp vehicles are allowed on roads past the parking lot.
- Vehicles owned by staff members, leaders, and visitors are to be parked in the outside camp parking area.
- Staff with permission to use vehicles should schedule driving to avoid peak times of Scout movement on roadways.
- All vehicles used in camp for camp purposes (e.g., including personal vehicles used for camp purposes) must meet this standard and council and Guide to Safe Scouting guidelines
- Transporting Scouts in the bed of a pickup truck, covered or uncovered, or in the back of an open vehicle **is against** BSA National Health and Safety policies.
- Passengers may not be carried in the beds of trucks or in UTVs or trailers
- Access roads are not to be blocked at any time.
- Except for council-run ATV programs, All Terrain Vehicles (ATV), Golf Carts, Light Transport Vehicles (LTV's), Utility Transport Vehicles (UTVs), and side-by-sides are banned from program use. This prohibition includes their use at the unit level. NCAP Standard FA-711 provides a standard by which councils and camps may use this equipment.

ATV's, Golf Carts, LTV's, UTV's and Farm Equipment

No Utility Terrain Vehicles (UTV's) on camp without authorization (Only Ranger, Camp Medical Officer and persons directly given permission by the Ranger or Camp Director and who have completed the appropriate training) during Scout programs.

No All Terrain Vehicles (ATV's) may be used on camp property during Scout programs.

Training for golf carts or Light Transport Vehicles (LTV's) must follow the specific manufacturer's training requirements and include operating limitations. Training must be documented and maintained on file.

Training for UTVs must follow specific manufacturers' training requirements and include blended or hands-on certification of all operators via www.rohva.org. Online training only is not adequate; drivers must also complete the hands-on Basic Driver Course component certified by the Recreational Off-Highway Vehicle Association.

UTVs and golf carts may be used by maintenance personnel or to transport disabled or other individuals on camp property when the operator is 18 years of age or older and is trained in the safe operation of the vehicle.

All vehicle use training needs to be documented with the Ranger and/or Camp Director prior to use on camp.

Other Vehicles:

Hayrides may be provided following the guidelines in the Guide to Safe Scouting, No. 34416.

Fifteen-passenger vans, regardless of ownership, may be used for camp purposes only if all of the following conditions are met:

- The van is of 2005 or later model year manufacture, as indicated in the owner's manual.
- The van is equipped with Electronic Stability Control.
- The van is equipped with seat belts for the driver and each passenger.

"Motor vehicles" include:

- Trucks and automobiles
- All-terrain vehicles (ATVs) (not including ATV program vehicles subject to Standard PS-205 All-Terrain Vehicle Programs)
- Utility terrain vehicles (UTVs) • Recreational off-highway vehicles (ROHVs)
- Golf carts or LTVs
- Farm equipment

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