

2018 FRIGHT FEST

LEAD THE SPOOKY ADVENTURE

OCTOBER 5-7, 2018

SALMEN SCOUT RESERVATION

PERKINSTON, MISSISSIPPI



The Southern Region Area 1 FrightFest, is set for October 5-7, 2018, at Salmen Scout Reservation near Perkinston, Mississippi. Your Post, Ship, Crew, or Troop (ages 14 and older only) will experience an exciting weekend of competition unmatched by any other event in the area! We hope your youth are excited and ready for FrightFest.

Contained in this packet is the information for each of the events that will be offered. You will notice that there are a variety of events with something for everyone. While many of the events have a competition aspect, competition is only if you choose. You may choose to participate in the activities for fun. Events will be broken into groups: morning, afternoon, and evening. Once we have finalized the schedule and breakup, we will add it to this book. Additional events and activities may be added and will be featured on the FrightFest website. Schedules, maps, and other important information will be posted at the dining hall and many of the event areas. All FrightFest information and registration can be found at www.sr1venturing.com/frightfest.

Breakfast, lunch and dinner on Saturday as well as breakfast on Sunday will be provided. This will be a time when all activities will be closed. We encourage everyone to hang around the dining hall and socialize with others from our Area. Our Trading Post will be open and will provide a good source for your supplies. We will have water coolers spaced out among the events. Make sure to bring your water bottle.

We are inviting all units to bring their unit flag to be hung around the dining hall. We will provide push pins to all units.

The theme for this year's FrightFest will be pirates.

Registration can be found at sr1venturing.com/frightfest

For more information about the 2018 FrightFest, contact:

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Council Refund Policy:

The following policy statement is applicable to all council and district activities where a fee is collected by the Southeast Louisiana Council. Online convenience fees (if applicable) are not refundable. All activities are considered non-refundable unless there is a medical emergency or a death in the immediate family. Refund requests will only be considered if made in writing. A service charge of twenty-five percent (25%) of the activity fee will be assessed on all refunds to cover the costs incurred in preparation of the activity and processing the refund. Written refund requests must be submitted prior to the start of any event. Any requests after the activity will be considered only for personal illness or family emergencies. No refund requests will be accepted after ten (10) days following the end of the activity. Consideration for a full (minus charges and costs incurred) refund will be considered for special hardship cases and for advanced-level training courses such as Wood Badge. For major activities that require a non-refundable deposit, such as council contingents to the National Jamboree and Philmont, a full refund less the non-refundable deposit will be considered based on the time of the request and the council's ability to fill the slot with another participant. If the slot is not able to be filled, no refund will be available. No refunds of any fees are available until 30 days after the event. Refund checks will be issued to the individual or entity paying the original fee within 30 days of receipt of the request pending its approval. Fees are only transferable within the same unit to a Scout or adult leader not currently registered for that specific activity. If an activity is canceled or postponed due to weather, every effort will be made to reschedule the activity. If an activity is canceled and the participant cannot participate during the alternate date, the full fee will be refunded minus any service fees and costs incurred by the event prior to the cancellation. This amount may vary from event to event. Send all refund requests to the Program Director at tracy.jones@scouting.org.

Directions to FrightFest

DIRECTIONS TO SALMEN SCOUT RESERVATION FROM NEW ORLEANS Travel East on Interstate 10 from Slidell approximately 20.2 miles from the intersection of I-10 and I-59 and exit at Mississippi Exit # 13. Then proceed North on Mississippi Highway 603 approximately 14.6 miles. This will place you 1.0 mile past the Victory Baptist Church where you will turn right onto Standard Dedeaux Road. You will see a Salmen Scout Reservation Sign. From this turn "when going to Camp - Stay Left" you will proceed approximately 2.1 miles passing the "Halfway Grocery" and come to a fork in the road with a Brick house near this fork. Turn Left and proceed approximately 1.7 miles to a 3 way stop sign again stay left and proceed 0.5 miles to the Entrance of Salmen Scout Reservation which will be on your Left.

DIRECTIONS TO SALMEN SCOUT RESERVATION FROM MOBILE Travel West on Interstate 10 from to Biloxi and exit at Mississippi Exit 34B. Then Proceed North on US Highway 49 for approximately 4.9 miles. Turn Left on Mississippi Highway 53 for approximately 17.3 miles. Then turn Left on V-Bar Rd for 1.4 miles to the Entrance of Salmen Scout Reservation which will be on your Right.

DIRECTIONS TO SALMEN SCOUT RESERVATION FROM NORTH MISSISSIPPI Travel south on Interstate 59 to Poplarville and exit 27. Then Proceed South on Mississippi Highway 53 for approximately 15.4 miles. Then turn Right on V-Bar Rd for 1.4 miles to the Entrance of Salmen Scout Reservation which will be on your Right.

General Rules

- INTERPRETATION OF FRIGHTFEST RULES WILL BE THE REPOSIBILITY OF THE FRIGHTFEST STAFF. CAMPOREE STAFF HAS THE RIGHT TO CLOSE ANY LOOP HOLES.
- ALL RULES AND GUIDELINES STATED IN "GUIDE TO SAFE SCOUTING" MUST AND WILL BE FOLLOWED.
- CURRENT MEDICAL FORMS ARE REQUIRED AND SHALL BE MAINTAINED BY THE ADULTS IN CHARGE OF YOUR UNIT
- Vehicles and Trailers-
 - Vehicles must be parked in the lot to the left prior to entering camp
 - Trailers are allowed in campsites but must be unhitched from the towing vehicle.
 - Vehicles must be out of the camping area once unloaded.
 - No vehicles will be allowed in camping area after safe light.
- Registration will be done Friday 5:00-10:00 pm for those arriving Friday, and Saturday 6:00-8:00 am for those arriving Saturday.
- Garbage and trash is each Unit's responsibility. You are to take it from the campsite when you break camp. Each Unit shall police their own area before leaving. Let's leave the area looking better than it was when we arrived.
- No swimming is allowed at any time.
- No horseplay, throwing sticks, mud balls, rocks, etc., at any time.
- No cutting of live trees or bushes.
- Shoes are to be worn at all times. No open-toe shoes or Crocs.
- Campfires will be "COLD-OUT", ashes to be disbursed along tree line.
- Food deliveries will not be allowed.
- **Smoking** - It is the responsibility of the Boy Scouts of America (BSA) to protect the health and safety of the young people in our program. It is the policy of BSA that leaders should not use tobacco products in any form in the presence of youth members. In addition, extreme care should be exercised to provide smoke-free environments for all Scouting participants. All buildings, facilities and camps under the control of the Southeast Louisiana Council are designated as nonsmoking facilities. As such, a designated smoking area at camp has been established on the porch behind the dining hall. Smoking will be allowed in this area only.
- **Alcohol, Illegal Drugs, and/or Stimulants** - The use of alcohol, illegal drugs, and/or stimulants on Boy Scout property has long been prohibited. This policy will be strictly enforced for all those who use our camp facility. We will enforce all local, state, and federal laws in these matters.

Schedule for Weekend

For an up to date and more detailed schedule and locations, please visit www.sr1venturing.com/frightfest

Friday, October 5^h

5:00 pm.....Registration Begins
 10:00 pm.....Registration Closes
 10:00 pm.....Talent Show Preliminary Judging (Dining Hall)
 10:00 pm.....Leaders Meeting (Dining Hall)
 12:00 am.....All Quiet

Saturday, October 6th

6:00 am.....Registration Begins
 8:00 am.....Registration Closes
 8:00 am.....Morning Activities Begin
 10:00 am.....Cooking competition report time
 11:30 am.....Lunch Starts
 12:30 pm.....Lunch Ends
 1:00 pm.....Afternoon Activities Begin
 5:00 pm.....Dinner Starts
 6:00 pm.....Dinner Ends
 7:00 pm.....Campfire Begins
 8:00 pm.....Social Begins
 1:00 am.....All Quiet

Sunday, October 7th

8:00 am.....Scouts own Service
 9:00 am.....Break Camp

Have a safe trip home, see you next year!

Venturing Specific events

Top shot and pistol shooting is only open to registered Ventures, Explorers, and Sea Scouts. Youth must register as a Crew, Post, or Ship to participate.

Adventure Race

There will be a 5-K Adventure race/walk across the terrain of VBar. Follow the yellow and orange flagging to stay on the trail. This is a circular trail, so the start and finish are at the same point. The trail covers hills, valleys, and creek crossings. You must preregister for your time slot ahead of time. You must have a group of at least three to participate.

Archery

Rules:

This is an individual competition - 3 shots per archer

Targets will be 3-D and paper

Scoring may only take place once

60 second time limit

Targets will be shot in order

Ties will be broken with highest scoring arrows Ex. (A) 6+10+5=21 (B) 8+8+5=21 A is winner

Three places will be awarded: 1st, 2nd, 3rd

Scoring:

Bear: 5 points body, 6 points inside large area, 8 points small area

Deer: 5 points body, 8 points inside large area, 10 points small area

Multicolor target will be ring value with a bonus dot in the blue rings worth 14 points

Head shots will be deducted 5 points from total score

Head shots are anything from ears forward

0 points for targets shot out of order

Bounce outs will be re-shot with no time limit

Total score based on 3 shots

Total possible score= 31

Campfire

There will be a campfire on Saturday night before the social. During this time, we will be announcing event winners and having a talent show.

Canoe Tug o' War

Two-person teams competed in canoes that were tied stern-to-stern. The team that pulled its opponent across the tug-o-war pool won. The contests continued until one team was left standing in a single elimination tournament.

Cardboard Boat Race

Boats may be constructed prior to this event. Teams will paddle from one swim dock to the other in the swimmer's area.

Construction Rules:

- The **ENTRE BOAT** must be built of **CARDBOARD**
- The crew compartment cannot be enclosed so as to interfere with escape
- Every scout must wear a PFD and secured footwear, no flip flops/crocs
- Paddles and PFD's will be provided
- Everything must be removed from the lake
- Decorations are allowed as long as they do not affect structure or buoyancy
- Use cardboard only – corrugated cardboard boxes, cardboard blocks, or carpet tubes
- Only fastening material that can be used are duct or masking tape, carpenters glue, and liquid nail adhesive
- NO surfboard style designs allowed
- NO pre-treated cardboard allowed, no Sonotubes, waxed or other treated cardboard allowed (included painted cardboard)
- NO wood, plastic, fiberglass, plastic sheathing, tarps, silicon, tar, Styrofoam, or metals
- NO mechanical fasteners, screws, staples, nails, or rivets
- NO caulking compounds or two-part or mixed epoxies or adhesives
- NO wrapping of restricted items or boat in tape

Costume Contest

Bring a costume for the Saturday Night social. The VOA officers will be judging those who would like to participate. Remember; keep it in a Scouting manner.

Fire Building Contest

Setup

Each crew will have a mini cast iron pot on a stand with 10 popcorn kernels. You may stack wood up to the bottom of the pot. The group that pops 7 kernels the fastest wins.

Groups meet and jobs are assigned. When all group leaders report that everybody is ready, the starting signal should be given. Before saying, "Go!" however, caution Scouts to lay their fires well.

Once the signal is given and time starts, gather enough wood to build a fire strong enough to pop the popcorn. Matches will be provided to light your fire. There will be a 10 second penalty for each match after the second. Fastest total time wins.

Fires must be extinguished when finishes

Dutch Oven Cooking

Are you ready to participate in a “Think outside the box” Dutch oven cook-off?

The ingredients below are the only items to be used, at event check-in some ingredients maybe removed. Eligible food items:

- 1 Pizza Crust
- 1-2 lbs. Beef or Chicken (precooked okay)
- 1 Block of Mozzarella Cheese
- 1 Block of Cheddar Cheese
- 1 two-liter bottle of Coke or Sprite
- 1 can of Fruit Salad
- 1 box of Taco Shells
- 1 can of beans (your choice)
- 1 box of noodles (your choice)
- 1 can of tomato sauce
- 1 loaf of your bread (your choice)
- 1 box of Wheat Chex
- 1 box of powdered milk
- 1 bottle of sweet and sour sauce
- 1 shaker of pepper
- 3 grade A large eggs
- 1 jar of peanuts
- 1 box of crackers (your choice)
- 1 canister of stuffing
- 1 box of instant potatoes (your choice)
- 1 item of your choice Equipment
- 1-2 Dutch ovens
- Charcoal
- Dutch oven table or something safe to cook on
- Fire lighting and extinguishing materials
- Serving and cooking utensils
- Presentation items (your choice, plates, etc.)

Rules:

- Chef check-in Sat. 10:00 AM
- Participants must bring everything (Food, Cooking Equipment, etc.)
- Only food items listed above maybe used. Everyone must practice “Leave No Trace” clean-up afterwards. Presentation of prepared dishes will be very important. This is a young adult crew, post, ship, or Troop competition; adults are present for safety only (Fire). Units will be disqualified for Adults “Mixing the Pot”.

Time:

10:00 Chef Meeting, Start Coals, prepare ingredients
 10:15 Start cooking
 11:30 Stop cooking

11:45 Present dishes for judging
 11:50 Judging

Fishing

Because of the large range of bank area near the lake, and no supervision except in the Waterfront Area, fishing will be allowed only under the "Buddy System." Salmen Scout Reservation maintains a policy of "catch and release" so all can enjoy the fishing. Scouts are encouraged to enjoy the Joe Domino Fishing Pier. All Scouts and Scouters who wish to do some fishing during their stay in camp will be required to obtain a Salmen Scout Reservation Fishing License. Fishing licenses may be obtained from the camp administration office at no charge. Individuals will be able to obtain their license on any day of camp.

Free Boating

We will have canoes, row boats, paddle boards and kayaks available for use during the day Saturday. Check in at the aquatics gate for use. PFDs must be worn at all times.

Frozen Tee Shirt

Every team has one of the frozen T-Shirts. On the signal, players have to put their frozen T-Shirt on. But it's kind of hard to put on a frozen folded T-Shirt, so they'll need warm it up a lot. They can use anything to warm up their T-Shirt. The first team to put their frozen T-Shirt on wins.

Gaga Ball

Bracket play. 8 players start with one foot touching a wall of the pit. The game begins with the referee throwing the ball into the center of the pit. When the ball enters the pit, the players scream 'GA' for the first two bounces, and 'GO' on the third bounce, after which the ball is in action. Once the ball is in play, any player can hit the ball with an open or closed hand. If a ball touches a player below the knee (even if the player hits himself or herself), he or she is out and leaves the pit. If a player is hit above the knees, the play continues. If a ball is caught on a fly, the player who hit the ball is out. Using the walls of the octagon to aid in jumping is legal as long as the player does not permanently sit on the ledge of the octagon. Players cannot hold the ball. Last one in the pit wins the round. All round winners will compete in final game with one emerging champion!

Karaoke

Karaoke will be held for a two-hour time period. It is not a competition. During this period, anyone who wishes to sing karaoke can go to the designated area and sing.

Pumpkin Carving

Any structure - real or imaginary - is eligible for entry. Free hand designs, as well as Carving Kits & patterns, may be used for this contest.

Entries will be judged on Overall Appearance, Originality, and Creativity. Pumpkins are due at the beginning for the social to be judged. Crews must provide their own pumpkins and tools. They may be pre-carved. Remember: keep it in a Scouting Manner.

Scavenger Hunt

After register, you will follow the clues to find each item. Once you find an item, take a picture or draw the item on the paper.

The hunt will be judged on:

- Each item being in the right place drawn or knowing where the items are supposed to be place
- Having each item on the paper ** Note: if there is a tie, tie breaker is based on time**

Shooting Sports

Rifle, Shotgun, and Pistol Shooting events will be held all day Saturday at the Range from the hours of 9 to 5, with a break for lunch. Shooting events are open to registered Ventures, Boy Scouts, Sea Scouts, and Explorers who have attended the appropriate safety briefing at FrightFest. Boy Scouts **ARE NOT** allowed to participate in Pistol Shooting or TOP SHOT events. These events are only open to registered Explorers/Ventures/Sea scouts.

Ventures who participate in all of the shooting competitions will be eligible to win the FrightFest TOP SHOT Award. Each Shotgun hit will count as a point. Rifle and Pistol points will be earned based on the size of the shot group. Each pistol and Rifle event will be worth 5 points for first place, 3 for second, and 1 for third.

You may register for shooting sports early to ensure you have an opportunity. There will also be a registration chance at check-in. Time slot sign up will be Friday night and Saturday morning. The competitive events will be conducted simultaneously. Competitors shooting more than one event should expect to round robin through all of the events they are shooting. If there are any questions, Shooting Sports Staff will be on hand at the Dining Facility Friday evening.

Scouts that would like to shoot other than the competition will be placed on the range to shoot both in between and after the competitors.

There will be safety briefings held at the Dining Hall Friday evening at 7:30 and Saturday morning at the Range at 9:30 (All Participants **MUST** attend a briefing).

Rifle: - Competitors will be given a .30 Caliber Rifle to shoot at a distance of 100 feet. They will fire three rounds twice at two different targets. The target will be scored by adding the distance between each of the hits on the target. It is important to have a small grouping to get the best score.

There will be .22 rifles available for those not participating in the competition.

Shotgun: Competitors will be given 5 shots at a straight away clay flying targets, followed by 5 shots more complicated cross flying clay targets. Hit the most clays of the 10 to win. Each hit is worth a point toward the TOP SHOT Award. All will be done with 20 gauge.

There will be 20-gauge clay shooting available for those not participating in the competition.

Pistol: Competitors will be given two pistols to shoot. The first will be a semi-auto 9mm and the second a .38 revolver. Five shots will be fired from each pistol at a distance of 25 feet. Shot group will be used to score the competitor. Only the best 3 round shot group of the 5 shots will be counted. Points toward TOP SHOT will be awarded for both pistols. First place 5 point, second 3, and third will be 1 point.

There will be .22 pistols available for those not participating in the Competitive events.

Squeeze Box Caving Challenge

Have you ever wondered how tight a space that you can get through in a cave but didn't have a cave handy to try it out? How about the effect that stalagmites and stalactites might have on your ability to get through a tight passage? Would your friends on the outside like to see you suffer on the inside of the box? If these questions have kept you up at night, then the Squeeze box is for you. Preliminary competitions for youth are held at 10 AM and 2 PM.

Youth finals are held at 4 PM. Adult competition is held at noon (12 PM) come watch these guys squeeze thru the box.

What's a squeeze box? It's a five (5) foot long by three (3) feet wide tunnel with a ceiling that is adjustable in quarter inch increments. Don't worry if you get stuck, the ceiling is spring loaded and we can get you out quickly. We can also insert up to Three (3) stalagmites just to make things interesting. By the way, the record for the box is six (6) inches, the same length of a dollar bill. What will you be able to do? Winners get to autograph the box!

Social

This will be an informal time for everyone to have fun. We will have music and snacks for everyone to enjoy. During this time, we will have our costume contest and pumpkins will be displayed for judging.

Tabletop Display Contest

Displays can be on Bronze, Ranger, or Quartermaster Awards, Crew/Post trips, careers, or any other topic related to your unit.

1. Computers are not provided and Internet access is not available, therefore websites must be stand alone.
2. All displays must be free standing.
3. Displays must be picked up before the Closing Show Saturday night. We hope you will leave your display for people to view throughout the day, but if you have security concerns leave only materials you feel comfortable left unattended.
4. The displays will be judged on:
 - Quality of layout and clarity of information;
 - How well you utilize chosen media(s) – traditional display, slideshow, and website
 - Presentation of Display: 3 to 5-minute talk on why the display was made and what the display is about

At registration Friday night information is provided about the location of set up. Judging and presentations will be between 8:00-9:30 AM. There is no limit to the number of displays per Crew/Post or individual.

Talent Show

FrightFest participants can showcase any form of talent as a group or individual. The top talent acts will be showing their talent in front of all participants at the Campfire on Saturday Night.

Preliminary judging starts at 10 PM Friday night, in the Dining Hall. Groups and individuals will "pre-qualify" on a first-come first-served basis. Bring any equipment your need with you (CD, instruments, props, etc.). Music cannot be on a MP3 player, iPod or cell phone. Pre-recorded music **MUST** be on a CD. A CD player and microphones will be provided. You **MUST** attend Friday's Preliminary Judging in order to compete on Saturday night.

Only the top four acts advance to the finals. The top acts moving on to the finals will be listed at Dining Hall by 10 AM Saturday morning. At that time, you will be given instructions for rehearsal times on Saturday afternoon. After rehearsal,

the order of performance in the final show will be determined. **If you miss rehearsal you will forfeit performing at the closing show and will be withdrawn from the competition.**

Rules

1. You may participate as an individual or as a group. There is no limit as to the number of entries per Unit.
2. No Adults
3. Each act is limited to 4 total minutes. This time limit includes any needed set up time your act may require.
4. If **recorded music** is to be used, it **MUST** be on CD.
5. NO PROFANITY OR GRAPHIC LANGUAGE OR INAPPROPRIATE DRESS AND/OR MOVEMENT CAN BE USED IN ANY TALENT ACT. BASICALLY, IF YOU WOULDN'T DO IT IN FRONT OF YOUR RELIGIOUS OFFICIAL OR YOUR GRANDMOTHER- **DON'T PLAN ON DOING IT HERE**

Tug o' War tournament

The game involves usage of single equipment i.e. a rope. There is a red mark made in the middle of the rope. This red mark on the rope needs to be at a perpendicular angle to the exact center point on the ground, before the commencement of the game. A white mark is made exactly 13 feet from the red mark on either side of the rope. The game is won when either side with this white mark crosses the center point.

Teams

According to the rules of tug of war, each team can accommodate a maximum of 8 members.

Field and Marking

The game has to be played on a flat grassy patch of land. A line referred to as a center line is marked on the playing zone and the rope is placed in a manner that its center mark should align the center marked on the ground. On either side of the rope at the distance of 4 m from the center line, 2 more marks need to be made. This is the point where in the first member of each team will stand.

How to Play

As mentioned earlier, the center of the rope should align with the center marked on the ground. As soon as the referee blows the whistle, each team can start pulling the rope into their territory. The objective of the game is for each team to pull the rope along with the members of opposition team to their side. As soon as the second mark on the rope from the center red mark crosses over to center line, the team to pull the rope to their area wins the game.

Competition

The tug of war competition requires a judge. There are 3 different commands that the judge gives to the players. The judge first announces "Pick up the rope", he then says "Take the string", and finally he tells the players to "Pull". Once the pull command is said out the teams start pulling the rope. If a member of the team falls down that member is given a caution. Each team is allowed two cautions before getting disqualified.

Fouls

There is a particular technique that needs to be applied while playing this game, if not then there will be a foul which can call in for disqualifications. For e.g. lowering your elbow below the knee level while pulling the rope is considered to be a foul and is called 'locking'. Touching the ground for a longer period of time is also considered as a foul.

Ultimate Frisbee

Ultimate is a non-contact disc sport played by two teams of seven players with the objective of scoring goals. A goal is scored when a player catches the disc in the end zone that player is attacking. A player may not run while holding the disc. The disc is advanced by passing it to other players. The disc may be passed in any direction. If a pass is incomplete (i.e., hits the ground, is caught out-of-bounds, or is intercepted by a defensive player), a turnover occurs, resulting in an immediate change of the team in possession of the disc. An attempt to unfairly disadvantage an opponent through physical contact is a foul. Ultimate is self-officiated – there are no referees; players are responsible for making their own infraction and boundary (including scoring) calls.

Spirit of the Game: Ultimate relies upon a spirit of sportsmanship that places the responsibility for fair play on the player. Highly competitive play is encouraged, but never at the expense of mutual respect among competitors, adherence to the agreed upon rules, or the basic joy of play. Protection of these vital elements serves to eliminate unsportsmanlike conduct from the Ultimate field. Such actions as taunting opposing players, dangerous aggression, belligerent intimidation, intentional infractions, or other “win-at-all-costs” behavior are contrary to the spirit of the game and must be avoided by all players.