

Wilderness Challenge 2009



Welcome: Cubs



Attention: All Cub Leaders

To register for Wilderness Challenge 2008, please visit wildernesschallenge.ca and click "registration"

Looking for a great way to start off your Scouting year?
Why not come out to Wilderness Challenge 2009?

What is Wilderness Challenge?

Wilderness Challenge has been put together by a group of Leaders and youth in Manitoba's Service Area 9 who wanted to make sure that we start off the program year with a whole lot of fun! The format for the activities is similar to that of the Klondike Derby, where the youth locate approximately 10 different towns throughout Camp Amisk. Unlike the Klondike there is no emphasis put on the team's overall time, in fact, if a group really enjoys a specific event (town) they can go back to it as often as they like.

When and where is the Camp?

Wilderness Challenge will be held on **September 26th and 27th. The regular camp will start at 4 PM on Saturday with activities on Sunday and the optional Cuboree will start at 1:30 PM on Saturday.**

We have chosen to use Camp Amisk for this camp due to its close proximity to the city, as well as the excellent facilities for such a camp.

The flow to the camp is as follows:

Saturday afternoon: Arrive anytime between Friday night and Saturday evening and register with Administration at the Lark Subcamp headquarters. Get your camp set up in your designated area. There will be a kick-off campfire at 8:30 p.m. (Leaders meeting at 5 p.m. at the camp headquarters)

Sunday: You will be emailed your start time for the activities on Sunday. You must be at camp HQ by this time, and ready to begin the challenge. Ensure your youth pack along a lunch they can eat on their own during the day. Activities should last until about 5 p.m. Please have one leader with the Cub group during the challenge at all times. Camp closing will be at 5 p.m. Please plan participant pickup for 6 p.m.

Remember, it's all about fun and learning

We have really tried to structure the camp so that the youth can have as much fun as possible. There is a basic flow for the weekend, but what the youth decide to do is up to them. The Cubs that came out last year had a lot of fun and with their feedback this year will be even better. This might just be the perfect event to bring out some youth who aren't too sure about joining Scouting because they don't know what to expect, we know they WILL have fun.

Equipment Needed for the Challenges

This is a list of mandatory equipment each team must carry during the challenge days.

1. First Aid Kit
2. One bow saw with guard
3. Billy Can
4. Fire Pan (e.g. Sheet of Aluminum foil 40cmx40cm or old garbage can lid.)
5. Two 15-meter light ropes
6. One Compass
7. Water Bottles (for each participant, make sure it is full!)
8. A box of wood matches
9. Your lunch

How to Play

1. Each Cub troop will make up one team (max 8-10 Cubs).
2. All teams should include first, second and third year Cubs if possible.
3. Team members work together to find the towns.
4. All towns must be completed to earn extra points.
5. Teams will get their passports signed by the town mayor when the town challenge is completed.
6. Towns may be found in any order
7. If town is busy team should move on to another town and return later.
8. Older Cubs should help younger ones.
9. **Your activity start time will be emailed to you before camp, and you will be informed of the time at the leaders meeting also.**
10. Cubs can stop and have lunch at one of the towns along the way of the course.
11. All teams must pack a lunch to eat along the way
12. Teams must report to town headquarters when finished
13. The most important thing is to have fun!

Rules For The Challenge

1. Each team member must complete each town.
2. Teams must stay within the boundary of the challenge.

3. All team members will follow town leaders directions.

Things Needed for Attending Camp

1. **Registration confirmation that was emailed to you when you registered.**
2. **All medical information for each participant is to be checked on arrival. Youth and adults without proper medical information (Scouts Canada standard for events) will not be allowed to check-in.**
3. Supplies needed for challenge day (see above).
4. Supplies needed for camping. (Firewood not provided).

Leaders Responsibilities

1. Make sure the youth have as much fun completing the activities as possible.
2. To maintain a clean and safe campsite.
3. Report to leaders meeting 5pm on Saturday.
4. To talk to your group about working together to complete the challenges.
5. We may require some leaders to help at certain activities (email Wilderness Challenge if you would like to help).
6. Cub leaders must have one leader with their group on the challenge at all times.
7. Must be prepared for an emergency medical situation with youth's medical forms on hand at all times.
8. You must inform the parents of youth before camp that there is a air rifle range, and give them the option for their child to opt out.

Contacts

If you have any questions or if you want to know how last year went, don't hesitate to send us e-mail or phone us:

Bruce Hobson, Camp Chief
Email: bruce@wildernesschallenge.ca

Steven Hobson, Logistics Coordinator
Email: steven@wildernesschallenge.ca

FOR ALL GENERAL INQUIRIES, PLEASE EMAIL: info@wildernesschallenge.ca

Cuboree Information

Registration is now open for the Cuboree, as announced earlier the Cuboree will be in association with the Wilderness Challenge at Camp Amisk. The camp fee is \$15.00/ youth which includes the \$7.00/youth Cuboree fee and Wilderness Challenge \$8.00/ youth fee.

Cubs groups can choose the “Cuboree option” while registering on the Wilderness Challenge website (www.wildernesschallenge.ca)

Cuboree programming will start Saturday Afternoon at 1:00 pm with a camp wide Grand Howl, followed by three hours of programming activities. Groups are encouraged to set up camp Saturday morning; volunteers will be available on Friday night if groups want to set up Friday. Cub groups need to be self contained bringing their own food and equipment. If your group has not had experience with overnight camping Volunteers can help you, please contact Mike at mpapst@scouts.ca.

Saturday programming starts at 1:30 and will involve groups moving through three one hour activity stations:

Activity Stations:

Woodchips and Saw Dust

Axe, knife and saw safety through a series of fun activities. Youth and leaders are encouraged to bring their pocket knives and those dull old group axes.

Lost and Found

Basic compass, map and survival skills are introduced as part of challenging games and a treasure hunt.

Ballista Blast

Working in small groups cubs make a Ballista (a cross between a sling shot and a catapult). There will also be rides on a B.P. Chariot.

Other Activities:

Groups can also sign up for special activities which will be offered at various times during the camp. Groups must register in advance for these activities and time slots will be assigned prior to the camp. The list of special activities may be increased based on offers of service and interest; keep an eye on the Wilderness Challenge site for updates.

- O Introductory canoeing – basic introduction to canoeing and a canoe ride
- O Fun with ropes – a look at knots and care of ropes
- O The beam challenge – leadership team building game