

Wilderness Challenge 2011



Welcome: Scouts and Pathfinders



To register for Wilderness Challenge 2011, please visit wildernesschallenge.ca and click "registration"

Attention: All Scout and Pathfinder Leaders

Looking for a great way to start off your program year?

Why not come out to **Wilderness Challenge 2011**?

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 12 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 23rd, 24th, and 25th.**

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:

Friday Night: Arrive anytime after 5 p.m. to 8 p.m. and register with administration at the Squirrel Subcamp headquarters. Get your camp set up in your designated area. There will be a kick-off campfire at 9:30 p.m. (Leaders meeting at 10 p.m. at the camp headquarters)

Saturday: You will be emailed your start time for the activities on Saturday. You must be at camp HQ by this time, and ready to begin the challenge. Activities should last until about 5 p.m. Scouts/Pathfinders are to do the challenge themselves, without any leaders. Leaders are encouraged to visit our Hospitality tent during the day. Coffee and Tea is available. There will also be a Saturday night campfire as well, so prepare your best skit or song! Campfire will be at 8:30pm. Sunday: Camp closing will be at 12 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. We are constantly striving to improve Wilderness Challenge and we have some exciting new things happening this year! This might just be the perfect event to bring out some youth who aren't too sure about joining Scouting or Girl Guides 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 on the challenge day.

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. Pocket Knife for each participant
8. Water Bottles (for each participant, make sure it is full!)
9. A box of wood matches
10. Your lunch

How to Play

1. Each Scout/Pathfinder troop will make up one team (max 8-10 Scouts/Pathfinders)
2. All teams should include first, second and third year Scouts/Pathfinders 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 Scouts/Pathfinders 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. Scouts/Pathfinders 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 is not provided, well water is available but is not safe for drinking. Please bring drinking water.

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 Friday, 9pm at Camp Headquarters.
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. Each Scout/Pathfinder group must have one leader checking on their youth once per hour (help as many youth along the way as you can, we want them to find all the towns).
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.
9. Please follow parking instructions and only drive in designated areas

Contacts

If you have any questions or if you want to know how last year went, don't hesitate to send us an email:

Bruce Hobson, Camp Chief

Email: bruce@wildernesschallenge.ca

Steven Hobson, Operations Manager

Email: steven@wildernesschallenge.ca

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