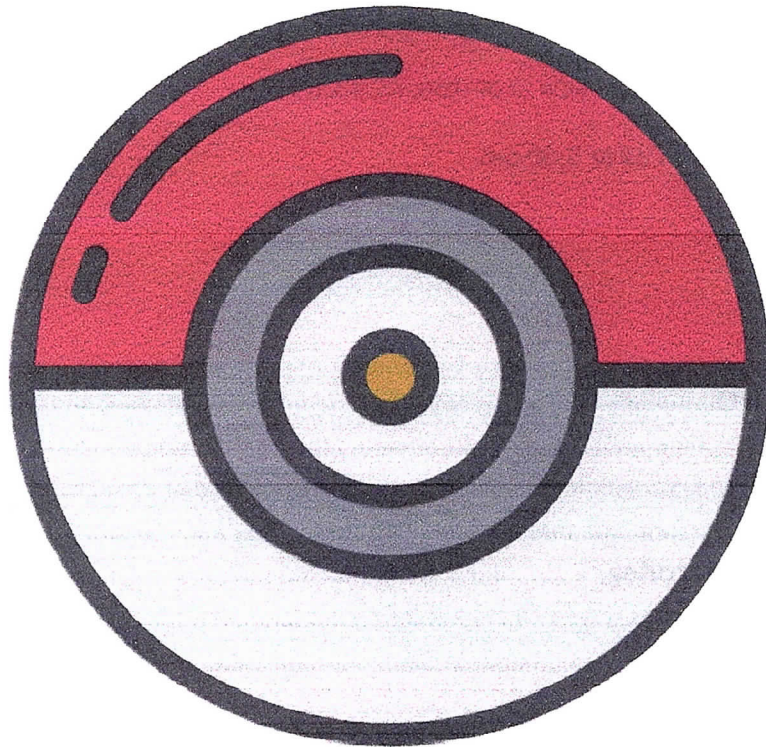


2024 Spring Camporee

Venturing BSA Crew 150 Presents



Alaflo Region Klondike Challenge

March 22-24, 2024

The **3rd Annual Klondike Adventure** held at Alabama Florida's Camp Alaflo. This year's theme is:

Alaflo Region Klondike Challenge

Please pay careful attention and read the following pages carefully and completely! This is a FRIENDLY competitive event, and rules govern many small details that our Scouts, Venturers, and Sea Scouts must adhere to so that we may have a safe and fun time. There is information in this guide specific to the youth leaders of the units as well as other information for the adult leaders. The Klondike Adventure is expected to be executed by the youth leaders, with the adult leaders being the event's support and safety net.

The Klondike Adventure will be held at:
Camp Alaflo Scout Camp, 830 Co Rd 156, New Brockton, AL 36351

Check-in will begin on Friday, March 22 at 5:00 pm.

Contents

Information for Youth Leaders.....	3
Registration and Sled Teams.....	4
The Klondike Adventure.....	4
The Course.....	4
Course Preparation, Rules, and Scoring.....	5
Sled Specs.....	6
Sled, Personal and Unit Gear.....	7
Scouts Own Service.....	9
Camping.....	9
Meals and Cracker Barrel.....	9
Tentative Schedule.....	10
Appendix A - Sled Resources.....	11
Appendix B - Map of the Alaflo.....	12
Important Advisor Section.....	13
Directions to Camp Alaflo.....	13

Information for Youth Leaders

Welcome all Trainers to the Alaflo Region! A land filled with creatures known as POKEMON.

For some trainers, POKEMON are considered pets, while others raise them for Pokemon battles. The Pokemon Gym Challenges are the stepping stones to the ultimate tournament, the Pokémon League. In many regions the Pokemon Gym Challenge includes battles, however, in the Alaflo Region; trainers compete in teams of 4-6 trainers. Teams will work their way through a series of challenges for the opportunity to become the champion team!

As competitors, your team will traverse the course and take on many Gym challenges ranging from fire building and target shooting to dancing and singing. The Gym Leaders at each Poke Stop will give directions and judge the teams. Upon satisfactory completion of each task, the team will be awarded a badge and the Pokémon team that receives the most badges and highest scores will be crowned the region's champ team!

If you want to win an extra award, keep an eye out while on the trail because the Pokemon Professor has lost his beloved POKEMON, if your team can find him and bring him back safely, you will surely earn a reward! But remember, it is against the rules to touch another teams "Poke ride" and doing so can get you disqualified from the game, so play fair and be careful.

On Saturday, after the challenge, we'll have a Poke Banquet down at the Pokemon Center to celebrate your adventure. But the competition doesn't stop there as each team will bring a Dutch Oven main dish that feeds at least 8-10 people for the Second Annual Team Dutch Oven Cook-off. (Please see page 9 for more information).

To cap off the evening, awards will be given out to the teams for the highest score, best sled design, most spirited, and finally a special award to the team that returned Pikachu!

“

So, get your Roton Bike, Flying Taxi, Helicopter Running Shoes, or any other Poke Ride (the Klondike SLED)" of your choice ready and we'll see you at Victory Road!

(Games are subject to change)

Registration

This 3-day event is open to all Crews, Ships, and Troops. Registration may be accomplished online:

<https://scoutingevent.com/003-SpringCamporee>

or by calling the AL-FL Service Center 334-793-7882

or in person at the Alabama Florida Council, 6801 West Main Street, Dothan, Alabama 36305.

All units must be registered no later than *March 9, 2024*, to complete our plans.

Units may register as many Sled Teams as they wish.

The fee for each participant is \$15. This price includes awards, patch, and the feast Saturday evening. Units are expected to be prepared with their tents and warmest (if necessary) of camping gear. Adults will need to camp with their units for adult supervision and youth protection.

Sled Teams

Troops, Crews, and Ships may register as many 4–6-person sled teams as they wish. Provisional sled teams are allowed, yet every team member must be 10 years or older and a registered youth participant of a Troop, Crew, or Sea Scout unit. Each sled team will be responsible for their sled and gear. Teams may not share equipment on the course. Teams will be running the course concurrently and will not be readily available to one another. One Scout on the team shall be designated as their Team Leader. At any given time, there will be 4-5 team members pulling the sled, and one driver called the musher. It is suggested this position be rotated throughout the course. It is essential to understand that the musher steers and guides the sled and is the only one calling commands. Sleds should be decorated following one of the many themes from Pokémon. All sled teams should have a team name, team flag, and team yell. Please be inventive and imaginative as it will count towards team points.

The Klondike Adventure

Like all great adventures, the AlaFlo Region Klondike Challenge is made up of several obstacles that are on a trail. Teams can choose their own adventure by choosing their obstacle order and the path taken; however, all teams must complete all the obstacles before they continue to traverse the trail. As each sled crew reaches the obstacle entrances, they will be greeted by the instructor. A cheerful and spirited reply will be expected. The instructor will explain the event or activity to take place within their gym and any special rules or requirements of the obstacle. Some obstacles may be timed events, and others may be judged on the degree of completion. All obstacles are judged on teamwork. *Scoutmasters, Crew Advisors, Ship Skippers, random adults, dads, moms, siblings, pets, etc., are **not allowed** to escort or follow the teams on the trails.* For safety purposes, sleds are not authorized from the Trading Post to The Dining Hall. This zone is referred to by the locals as Heart Attack Hill, and for obvious reasons, it is steep. Sled parking IS allowed at Victory Road or the grassy area of the Trading Post.

The Course

The course will run on the westside of the Region of AlaFlo, on Saturday, focusing on Scout Challenges. This race will NOT be Iditarod style. The teams choose their own adventure. Teams may be running portions of the course in opposite directions from each other, in the same direction, and maybe even on different sides of the camp. Sled inspection will be at Victory Road pavilion (parade field pavilion). All teams will start in the morning, take a lunch break, and then complete the day's adventure.

Course Preparation

The course is a test of team building, problem-solving, outdoor skills, and adventure. Noting the wide youth age range, we realize that there may be variation due to each unit's focus and group identity. It is recommended that each sled team practice the following skills prior to hitting the Klondike Trail:

- Fire building
- First aid
- Entertainment
- Projectiles (e.g., archery skills, rifle/shotgun/pistol skills, knife throwing, etc.)
- Miscellaneous skills everyone should try at some point in their life (e.g., juggling, balancing, proper care and treatment of Pokémon, how to treat wounds from battle, illusion and memory games, the alphabet song, special)

Scoring

Each gym challenge will be worth a certain number of points. Each team will have the opportunity to earn extra points through Scout spirit with their teamwork and enthusiasm. This begins upon arrival at each obstacle, and it will be awarded at the instructor's discretion at each gym.

IMPORTANT LOCATIONS:

- 1. Alaflo Region Scout Challenge encompasses the west side of Camp Alaflo**
- 2. Alaflo Dining Hall is The Poke center, for Cracker Barrel and Theater**
- 3. Ballfield Pavilion (across from Parking Area) is known as Victory Road**
- 4. Flagpole is located in the Ballfield near Victory Road**
- 5. The Health Lodge is building no.9, north of the parking area**

Obstacle Rules and Information

There will be a team orientation Friday night at 8:00 pm in The Poke Center. Maps, event descriptions, etc., will be publicized. All team members should be at this meeting. A movie and refreshments will begin after the meeting.

All obstacle requirements will be explained at each gym by the gym instructor. Make sure the gear list is followed precisely. All gear will be useful on the trail and will be verified at the first event. Teamwork is a keyword on the trail. The instructor will keep an eye on the trails and how well the teams work together on it.

Sleds requiring repair should pull off the trail and not impede the progress of other teams. The sled must return to Victory Road at lunch break and at race completion with the whole team. Slower sleds about to be passed by a faster team should make room to the right for the faster sled. Faster sleds will pass to the left. Do not obstruct the faster sled: no rubbing fenders or trading paint.

**"All the things that happen each day ...
every one of them matters"
-Ash Ketchum**

Sleds

The Klondike sled is the main transportation tool for the teams. Therefore, it must be strong enough to carry all the team's gear or possibly an adult and durable enough to handle the hills and valleys of the Region. There are a variety of websites on the Internet with sled plans. Choose whichever one you like. All sled teams must pass their sled inspection at Victory Road on Saturday morning.

*****TEAMS MAY NOT BEGIN THE CHALLENGE UNTIL THEY PASS INSPECTION*****

The inspectors will use the following specifications:

- Sleds should resemble Fig. 1 on Appendix A.
- Sleds may be made of wood or PVC.
- Sleds must measure a minimum of 60" to a maximum of 84" in length.
- Sleds must measure a minimum of 18" to a maximum of 24" in width.
- Sleds must measure at least 36" in height.
- Sleds must have a tow rope attached to the front end of the sled. **Do not use eye bolts/screws or any metal hardware to attach the rope.**
- Sleds must have a brake rope attached to the front of the sled. **Do not use eye bolts/screws or any metal hardware to attach the rope.** (A break rope is attached to the front of the sled and runs to the back, for the musher to use to pull the front of the sled off the ground to aid in stopping.)
- Sled runners should be made of a strong wood such as ash or oak, but not mandatory. These hardwoods will last much longer on the trail than softwoods like pine. Sled runners may also be a set of skis.
- Sleds may be assembled using glue and/or lashings. **No metal hardware or metal "L" brackets or metal supports may be used.**
- **Do not assemble sleds using nails or screws.** There is a time and place for everything, but not now. Attachment of skis or skids is the **only** exception.
- There should be no sharp objects protruding from the sled, such as screws or sticks. The only exception is team flag pole.
- All sled and team gear may be lashed to the sleds. **Bungee cords are not permitted.**
- Sleds may be decorated, painted, or stained. The Troop, Crew or Ship number, team name, and team flag must appear on the sled.
- Sleds are not authorized to use any form of wheels, rollers, tracks, levers, motors, or any other feats of engineering that are inherently designed to provide a mechanical advantage and detract from the spirit of the race.
- Resources for Sleds are provided in Appendix A.

Note: the rules above apply. The resources are only for ideas/references to make things go simpler!

- All sled and personal gear will be inspected at Victory Road. **Corrections must be made before the beginning of the adventure.** As previously stated, all sleds must meet these standards plus, the personal gear listed in the following paragraphs must also be on the sled. This is a scored event, and missing sled or personal gear or a sled that does not meet the outlined specs will not be allowed to run until all deficiencies are corrected.

Sled, Personal, and Team Gear

Each team must have all of the listed items on their sled. The team may use anything on the sled to complete any given task. If there is a change to any obstacle task or material needed for the sled, the Scoutmaster, Crew Advisor, or Ship's Skipper will receive a call from the activities chair advising of the change.

PLEASE NOTE: the events are designed for sled teams of 4 to 6 members. All gear on the sled is expected to support the number of members on your sled team. You are encouraged to have at least 5 Scouts per sled partially because it can be tough to pull a sled with only 4 Scouts, and also, if you have an injured Scout, this will leave you with only 3 to pull the sled. Teams smaller than four are not allowed, and anyone younger than 10 and not registered with a Crew, Ship, or Troop is not permitted at this event.

Sled Gear

Personal (per scout)

- Full water bottle for each team member
- Mess kit and cup for each team member
- Extra pair of socks for each team member
- A complete extra set of warm, dry clothes for each team member, including pants, long sleeve shirt or sweatshirt and raingear (or what the predicted weather requires)

Team (per sled - not person)

- Team flag, Troop, Crew or Ship number, and team name
- Team Roster (Teams will receive at Check-in; it must be filled out for event)
- Pencil and paper
- Watch, compass, flashlight, pocketknife, blanket, trash bag
- 1 First-aid kit and knowledge to treat attacks from wild Pokémon
- Flint and steel, hot spark kit, or other fire making materials
- Fire starters (tinder - no enhanced wood products)
- Rope and duct tape for sled repairs

Leaders: make every effort to ensure your sled team members are properly dressed on the trail. At Victory Road, all Scouts will be inspected for proper clothing based on the predicted weather for the day. All scouts must be properly dressed and wearing adequate footwear (e.g.-hiking boot-style footwear, not sneakers, not muck boots).

Wear clothing in layers. Layers can be removed and carried on the sled. They can be put back on if the sun goes down or it begins to get cooler on the trail. Since Scouts will be racing around the course, it is possible for them to build up a sweat. Therefore, cotton clothes should NOT be worn close to the body.

WE CANNOT STRESS CLOTHING ENOUGH!!!! THE CONDITIONS AT KLONDIKE ARE VARIABLE AND ALMOST ALWAYS WET, WETTER, OR SOAKED DOWN DEEP TO MY BONES WET! STAYING WARM IS ESSENTIAL TO SAFETY AND TO COMPLETING THE COURSE! WHILE FIRST AID IS A SKILL THAT WE NEED FOR COMPETITION – WE DON'T WANT TO USE IT IN A REAL-LIFE SCENARIO AT KLONDIKE!

Not to be carried on the sled but required gear:

- Tent or shelter for each sled crew member and adults
- Sleeping bag rated for expected temperature

Pre-Event Communication

- All forms required for the event must be completed before arrival for quick turn-in at registration.
- Instructions for participant drop off will be communicated before the event.

Registration

- Staff will be limited to only those that have a specific job at the event.
- Pre-registration will be required. There will be no walk-on registration.
- No walk-on registration so no money will be required to be collected.
- All forms (ABB Medical / Consent Form) will be required to be completed in advance and simply turned in upon arrival. All forms will be destroyed after the event. None will be returned.
- Check-in will end on Friday evening at 9:00 pm and resume on Saturday morning between 7-8 am.

Meals

- None other than staff shall be allowed in the kitchen during The Feast.
- Feast meals may be served on paper plates using individually wrapped cutlery, if necessary.
- The Dutch Oven Competition is back on this year!

Failure to Comply

- Non-compliance of rules or instruction will result in dismissal from the event.
- No walk-on registration will be allowed.

Scouts Own

After the units finish breakfast in your Campsites, we will gather at Victory Road one final time for a short service before our departure.

Camping

Local Troops, Crews, and Ships are granted use of their owned campsites but may be hosting out-of-town units in their sites. Ground fires will be allowed in the campsites, but must be in a firepit. Scoutmasters, Advisors, and Skippers are responsible for two-deep leadership as well as co-ed camping. Troops, Crews, and Ships are asked to help by making the best use of the camping space so all scouts can be accommodated.

SPECIAL NEEDS - Contact Lisa Schmidt @ lisas1989@hotmail.com
Stacy Bogart @ stacyjbogart@gmail.com or
Melody Shaffer @ makw1105@aol.com

to arrange for any SPECIAL NEEDS.

Meals, Refreshments, and The Dutch Oven Challenge!

Cracker Barrel

Trainers/Scouts and Scouters, if they wish,

Your presence is required at my Cracker Barrel (movie and popcorn) at the Poke center. There will be superior snacks (popcorn), delicious drinks (sweet tea and bug juice) but the most entertaining of all, movies. You will have fun. And of course, the star of the evening (me) will be there. There is really no point in trying to avoid it because if you do, you will be thrown into exile!

--~~Bruce~~ Pikachu The Shark

Dutch Oven Challenge

Saturday evening, we will have a Feast event with yard games and great food from The Poké Center Dining Hall. Each Team will bring a prepared Dutch Oven-type meal to the Feast. Plan for 8-10 servings in your Dutch Oven. Possibilities are endless with main course options of lamb, beef, pork, chicken, vegetarian, etc. Your meal can incorporate veggies and/or fruits. Judges will choose their favorites for the competition! An index card with all ingredients and seasonings shall be submitted with your Dutch Oven for allergen purposes.

Units are self-responsible for all other meals in their campsites.

Saturday Lunchtime, plan a picnic lunch or quick preparation meal will be between 11:30 and 1pm and can be eaten at Victory Road or Handicraft area.

Cracker barrels and (if cold enough) hot drink stations are planned to help make the trek a bit less grueling.

Schedule (Tentative)

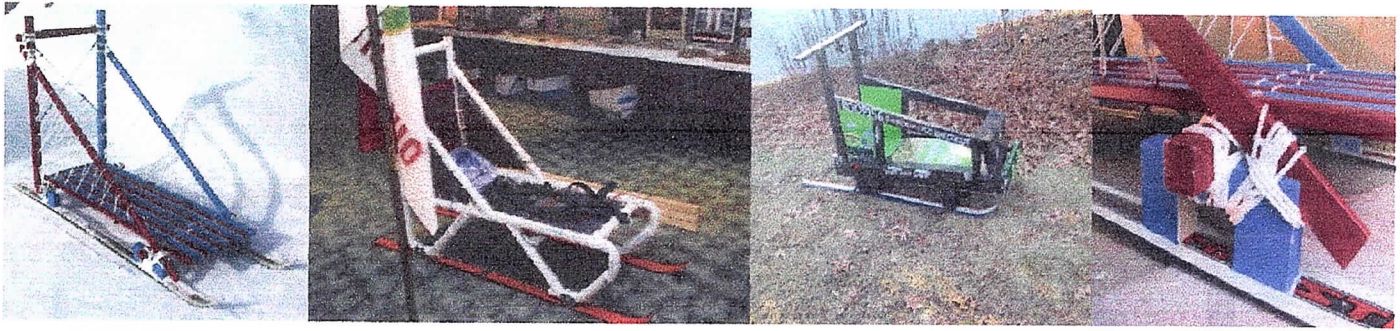
The following schedule is a guideline, and we will do our best to stay on target.

Schedule: Alaflo Region Klondike 2024			
Time		Event	Location
Friday, March 22, 2024			
1:00 PM	4:45 PM	Staff check in	(set up camp and stations)
5:00 PM	9:00 PM	Check-in (and camp set up)	Victory Road (BP Pavilion)
		Staff Dinner	Poke Center Dining Hall
8:00 PM	8:30 PM	Sled Team Meeting	Poke Center Dining Hall
8:30 PM	10:00 PM	Popcorn and Movie	Poke Center Dining Hall
11:00 PM		Lights Out	Campsites
Saturday, March 23, 2024			
6:00 AM	7:00 AM	Breakfast	Campsites
		Staff Breakfast	Poke Center Dining Hall
7:00 AM	7:30 AM	Last-minute Check-in	Victory Road (BP Pavilion)
7:30 AM	8:30 AM	Safety Inspections	Victory Road (BP Pavilion)
8:30 AM	8:45 AM	Flag Raising / Opening Ceremony	Victory Road (BP Pavilion)
8:45 AM	9:00 AM	Final Safety Check -Head to Stations	Victory Road (BP Pavilion)
9:00 AM	11:30 AM	Derby	West Side
11:30 AM	1:00 PM	Lunch - picnic or quick prep meals	Victory Road or Handicraft
1:00 PM	3:00 PM	Derby	West Side
3:00 PM	5:45 PM	Sled/Team clean up and Dutch Oven	Campsites
5:45 PM	6:00 PM	Flag Lowering	Victory Road (BP Pavilion)
6:00 PM	7:30 PM	Feast/Yard Games/Closing Ceremony	Poke Center Dining Hall
7:30 PM	8:30 PM	OA Presentation	Will Announce at the Feast
8:30 PM	9:45 PM	Popcorn and Movie	Poke Center Dining Hall
11:00 PM		Lights Out	Campsites
Sunday, March 24, 2024			
6:30 AM	9:00 AM	Breakfast & Camp Pack Up	
9:00 AM	10:00 AM	Scouts Own @ Victory Road & Soar Off Into the Sunrise	

Appendix A - Sled

Remember! Surf the Internet safely! These links have been pursued, yet we cannot guarantee that they will not change and that links from the pages are safe. Use adult guidance and good judgment when searching!

Sled Plans



[HTTPS://YOUTU.BE/MOIF1AGVIIS](https://youtu.be/moIF1AGVIIS)

[HTTPS://SCOUTDOCS.CA/KLONDIKE/KLONDIKE_SLED_PLANS.PDF](https://scoutdocs.ca/klondike/klondike_sled_plans.pdf)

[HTTPS://YOUTU.BE/HND4GFGDU3Q](https://youtu.be/HND4GFGDU3Q)

Appendix B - Map of the AlaFlo Region

