

ALABAMA BOYS MINISTRY

The Great Battleground Adventure

ALABAMA
YOUTH & DISCIPLESHIP
PO Box 19765
Birmingham, AL 35219
(205) 942-2090 x3

Alacoghq.org





\$40 Per Person

includes all activities, lunch
on Saturday, & event patch

ACTIVITIES

Battle Games – Fishing – Camp-Site –
Guidon/Flag/Banner – Cooking Competition –
LEGO Derby – Gaga Ball – Knockerball – 3on3
Basketball & More



 ALACOGYOUTH
 ALABAMA CHURCH OF GOD
YOUTH AND DISCIPLESHIP

Camp Utopia, Springville, AL
September 27-29, 2024

WEEKEND SCHEDULE

Friday, September 27

9:00am	Gates Open / Camp Set Up
3:00pm	Registration in Main Building Lake Opens for Watersports (per lifeguard approval) Fishing Tournament Begins
6:00pm	Lego Derby / Team Event Registration in Main Building
6:30pm	Leader Orientation in Canteen (at least 1 leader per church)
7:00pm	Supper at Campsite
8:00pm	Silent March (line up on road between pool and lake)
8:15pm	Worship and Council Fire
9:30pm	Logo Derby in Cafeteria
11:00pm	Campfire/Cabin Devotion
11:30pm	Lights Out

Saturday, September 28

7:00am	Reveille Breakfast Meal (judges start walk through)
8:00am	Breakfast at Campsite Breakfast Meal Judging in Canteen
8:45am	Breakfast Meal Judging Ends
9:00am	Camp Formation on Outdoor Basketball Court The Healing Place Presents Colors 1. Chant 2. Guidon/Banner (bonus points for camp theme) 3. Song 4. Uniform
10:00-11:00am	Events/Games/Activities
11:00am-12:00pm	Pool/Lake Time/Gaga Ball
12:00pm	Lunch Provided in Cafeteria
1:00pm-4:00pm	Events/Games/Activities
4:00pm	Fishing Tournament Ends
4:30pm	Begin Cooking Competition (judges walk through)
5:30pm	Supper at Campsite Supper Meal Judging in Canteen
6:15pm	Cooking Competition Ends
7:00pm	Worship/Communion
8:15pm	3 on 3 Basketball Tournament
10:00pm	Campfire/Cabin Devotion
11:30pm	Lights Out

Sunday, September 29

7:00am	Reveille
8:00am	Breakfast at Campsite
9:00am	Devotion/Worship in Main Building
9:45am	Awards/Dismissal

Break Camp (please leave our beautiful camp better than you found it)

ADDITIONAL INFORMATION

AGE GROUPS FOR ALL COMPETITION

- K-2nd—Ranger Kids
- 3rd-5th—Discovery Rangers
- 6th-8th—Adventure Rangers
- 9th-12th—Exposition Rangers
- 18 and older—Commanders

COMPETITION GUIDELINES

1. One person from each age group
2. If you do not have a person from a particular age group you can choose a boy from a younger age group.
3. A boy can not compete in multiple groups in any single competition.
4. When sufficient boys/men are not available from one church to participate in an event, two churches can combine to form a team (points will be divided between the two churches).

FISHING

Fishing Tournament:

1. Fish are to be weighed by designated official at lake.
2. Buckets will provided to keep fish alive.
3. NO DEAD FISH WILL BE WEIGHED.

Night Fishing:

1. Night fishing is allowed.
2. BOYS MUST BE ACCOMPANIED BY AN ADULT.
3. Never 1 man & 1 boy unless family.

FOOD JUDGING

1. Each church should appoint a certain boy or boys and one leader to present the meal to the judges at the Canteen.
2. Meals must be brought to the Canteen and presented between:
 - Breakfast 8:00-8:45 AM
 - Supper 5:30-6:15 PM
3. Committee members will be walking through the camp during the cooking preparation time to evaluate the boys participation (at least two boys should be used in the cooking competition).
4. Please note that BONUS Points are available for cooking with wood only fueled fires. NOTE: This does not include a piece of wood stuck on top of a gas stove, grill, etc.

GUIDON RECOMMENDATIONS

1. Be sure to read the Guidon Recommendations Sheet when creating your Guidon.
2. Bonus points will be given for a creating a new Guidon from previous years.

GROUP ROSTER

NAME	AGE	CHURCH

Please include all attendees on this list — both adults and campers.

A MEDICAL RELEASE FORM IS REQUIRED FOR EVERYONE UNDER THE AGE OF 18.

INDIVIDUAL MEDICAL INFORMATION FORM FOR: _____
Child Name

Date of last Tetanus Shot _____ - _____ - _____ Please list any Allergies or Medical Problems _____

Any reaction to medication? Yes ___ No ___ If yes, list _____

Parent's Insurance Company _____ Policy# _____

Pre-authorization required? Yes ___ No ___ If yes, what limits? _____

Doctor's Name _____ Phone (_____) _____ - _____

I hereby give my child permission to attend and participate in the Alabama Church of God 2024 Great Battleground Adventure, to be held on September 27 –29 at Camp Utopia in Springville, AL. I hereby, waive, release, and discharge any and all claims, demands, and causes of action against Camp Officials, the Church of God in the state of Alabama, and the International Offices, Cleveland, Tennessee, their agents, employees, and participants arising from any damages, property loss, or injury my child may sustain at the Alabama Church of God Legendary Adventure. I further consent to allow Camp Officials to seek and obtain emergency medical treatment for my child should my child need medical treatment. Also, I understand that any camp insurance is secondary to my own insurance.

Parent/Guardian Signature Required

Date of Signature

INDIVIDUAL MEDICAL INFORMATION FORM FOR: _____
Child Name

Date of last Tetanus Shot _____ - _____ - _____ Please list any Allergies or Medical Problems _____

Any reaction to medication? Yes ___ No ___ If yes, list _____

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Parent/Guardian Signature Required

Date of Signature

COOKING CONTEST

Church _____ Leader _____

Breakfast Meal: Your Choice

Supper Meal: Cooking Competition

1. Sign-Up Required at Orientation on Friday Evening
2. Fee to Participate is \$25 per Team
3. All Boxes Will Contain the Same Items
4. Meal Must Contain: 1 Entrée, 1 Bread, 1 Dessert

All points scored will be awarded to your overall score.

1000 points possible per meal. Score Scale: 1-100 per category.

Meals will be scored on the following criteria:

	BREAKFAST	SUPPER
Overall Taste	_____	_____
Flavor-Use of Spices	_____	_____
Originality	_____	_____
Difficulty	_____	_____
Boys Participation	_____	_____
On-site Preparation	_____	_____
Cleanliness	_____	_____
Bonus Award	_____	_____
Presentation	_____	_____
Meal Requirements	_____	_____
Total Score	_____	_____

Judged By: _____

CAMPSITE GUIDELINES

Camp Sites will be judged on the following set of rules:

Great	25 points
Good	15 points
Fair	10 points
Poor	0 points

Points can be earned in each of the following 10 categories:

1. CAMP SITE CLEANLINESS

Camp site should be free of all debris, no food left out, neat and organized.

2. CAMP SITE LAYOUT

Tents should be in a uniform arrangement (straight line, semi-circled, square, etc.). Camp fire should be a safe distance from tents (8-10 ft.). If you build a fire, you must remove the sod and replace the sod at the end of the camp, or build your fire off the ground.

3. TENT APPEARANCE

Tents should be set up properly. Make sure tents are tight and properly staked down.

4. INTERIOR TENT CONDITION

Inside of tent WILL BE CHECKED. Leave door flaps open so judges can look in without having to enter tent. Sleeping bags rolled up or laid out neatly (rolled up is best so they don't get walked on), clothes and personal items put away. Be clean and neat.

5. CAMP CRAFT

Items or equipment built to make camp site more efficient or just to make camp site look better.

6. IDENTIFICATION OF CAMP SITE

Have some type of sign or banner with name, unit #, etc. Also display your flags.

7. CAMP SAFETY

Make camp as safe as possible. First aid kit should be visible and easily accessible. Make sure things aren't left where it is easy to trip over. Practice fire safety.

8. PIONEER SPIRIT

Does your camp site have that rustic look and feel of the true camping spirit, or does it look like the ladies just moved out?

9. GENERAL APPEARANCE

Overall, how does it look?

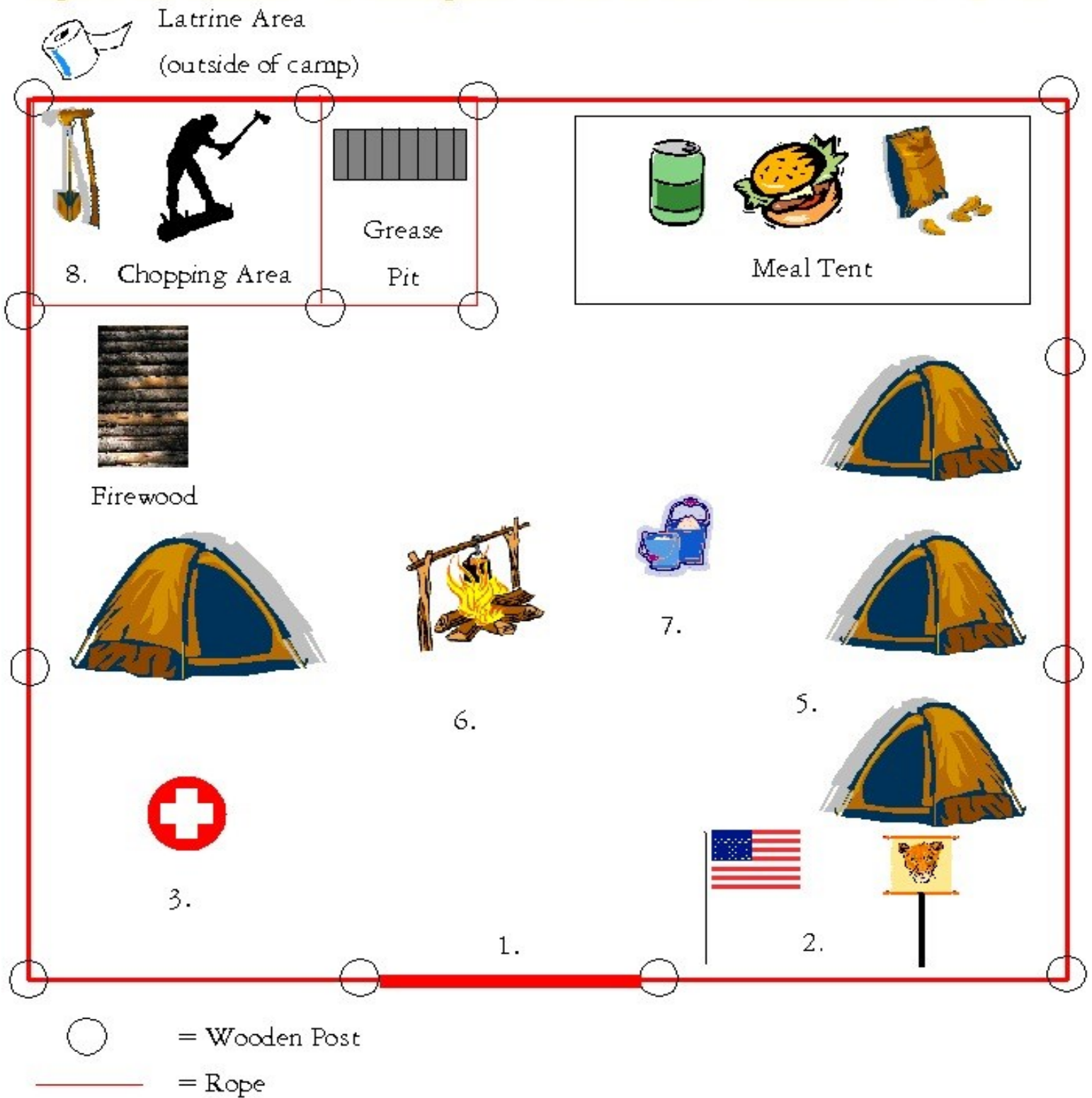
10. BONUS AWARD

Bonus points will be given for things that are very unique or eye-catching.

Total 1000 points possible!

****Those in cabins, a Clean Cabin award will be given out!**

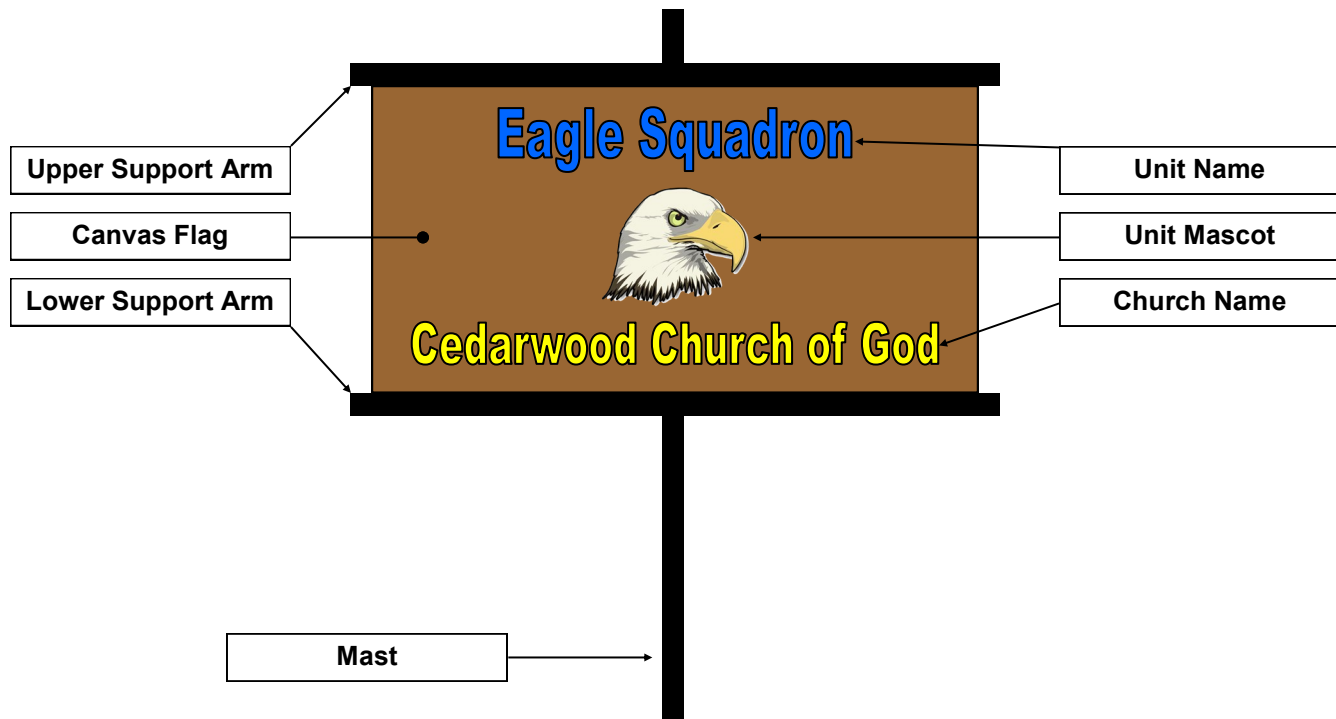
MODEL CAMPSITE LAYOUT



1. Campsite gate (see display)
2. Display of color guard/guidon
3. First Aid Kit (must be displayed)
4. Adult tent

5. Campers tents (must be facing adults)
6. Campfire/Campsite counsel area
7. Buck of sand. Bucket of water
8. Tool Area

Guidon Recommendations



MAST

Suggested: Mast shall be a wood pole no less than one inch (1") in diameter, and no more than two inches (2") in diameter. The Mast must not exceed five feet (5') in length, and shall not be less than three feet, six inches (3' 6") in length. It may be cut from a living tree and in a "natural" condition, with only extraneous limbs cut away. While the "natural" condition is preferred, the Mast may also be made from dowel with the same dimensions.

UPPER SUPPORT ARM

The Upper Support Arm shall be a wood pole no less than three quarters of an inch (3/4") in diameter, and no more than one and one quarter inches (1 1/4") in diameter. It shall be no less than eighteen inches (18") long, and no more than twenty-six inches (26") long. It shall be lashed to the Mast using either string or leather. The Upper Support Arm shall be centered on the Mast, and positioned no less than two inches (2") from the top of the Mast, and no lower than six inches (6") from the top of the Mast.

LOWER SUPPORT ARM

The Lower Support Arm shall be made with the same material and dimensions as the Upper Support Arm. However, it shall be centered on the Mast, and positioned so as to accommodate the lower edge of the flag material. It shall be lashed to the Mast using either string or leather.

FLAG

The Flag shall be made of canvas. The canvas shall be no more than twenty-four inches (24") wide, and not less than sixteen inches (16") wide. The maximum length of canvas shall be twenty inches (20") and the minimum length of fourteen inches (14"). The Flag should be attached at the four corners to the Upper and Lower Support Arms with string or leather.

MASCOT

Units may choose their own mascot to represent their group. The mascot should represent the unit in such a manner that it promotes unit pride and cohesiveness. Please note that the Royal Rangers emblem and the Roman Soldier are reserved for the official use by the State and International Offices only, and may not be used on unit guidons, except as secondary markings.

UNIT IDENTIFICATION

Flags should identify each unit by displaying the unit name and the name of the church the unit represents.

LEGO Brick Derby Car Racing Rules

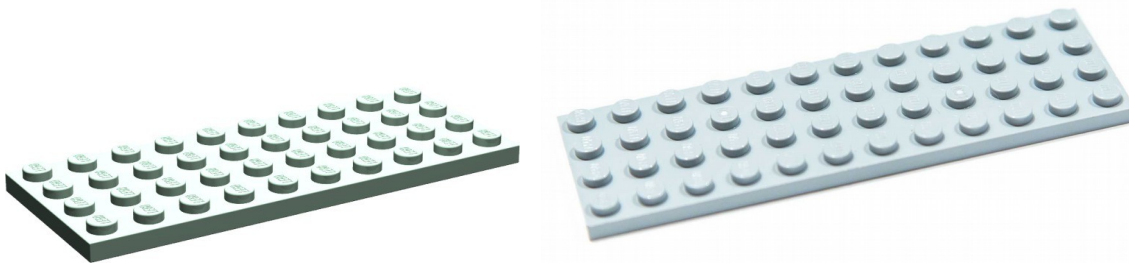
Car Weight

- Not over 5 ounces

As soon as you start adding LEGOs to make your car, you will see how fast your car will get heavy and you may quickly pass the 5 ounces. Be careful with this restriction since we will not let you race if your car is more than 5 ounces.

Brick Derby Car Dimensions

- Max Height: 4.5"
 - Max Length: 10"
 - Max Width: 3"
1. The car must have 3/8" clearance underneath so it does not rub on the track center guide rail.
 2. The width of the base of the LEGO car needs to be precisely four rows of LEGO notches - not including wheels. (Wheels will add additional width.)
 3. The base of the brick derby car should be made up of two bottom pieces: a 4 x10 brick and a 4x12 brick. When we say 4x10, this means you count the LEGO dots (e.g. four LEGO dots x 10 LEGO dots). So the full length of the car should be four LEGO dots by 22 LEGO dots. Do not go past four LEGO dots for the width because you will be bumping up against the car beside you. Also, do not go less than four LEGO dots because you will not be able to put the wheels on the tracks appropriately. Regarding the length, do not go more than 22 LEGO dots, because your car will hang off the track's starting area and may slow your car down.



Brick Derby Axles and Wheels

- PRO Brick Wheel Assembly or Mini Brick Wheel Assembly must be used to get precise wheel spacing.
- The width of the base of the LEGO car needs to be precisely four rows of LEGO notches - not including wheels. (Wheels will add additional width.)
- All four wheels do not need to be in contact with the track; however, each car must have four wheels.



Lubrication

- Wheels and Axles may be lubricated before the race, and your LEGO car will perform better if you lubricate the axles. **HOWEVER**, graphite will wreak havoc on your LEGO parts if they are not glued together! Graphite and oil lubricants, such as NyOil, tend to migrate to everything and if (when) that happens, your LEGO connections will get lubricated and lose their connectivity causing your cool car to fall apart into a heap. Carefully lubricate your axles away from the other parts of your car.
- Lubrication cannot be reapplied during the race or between heats.
- Excessive powder must be removed before racing.

IMPORTANT! Keep lubricant **AWAY** from the LEGO parts! If any lubrication gets on the LEGO parts, they will separate very easily. You might want to consider gluing the critical LEGO parts together after you are happy with your car design.

NO WD40 Allowed

Car Modifications Not Allowed

- Wheel bearings, washers or bushings are prohibited.
- Car must be built only using LEGO building blocks.
- Car must not ride on any type of springs.
- So-called "cheater bars" at the front of the car to give an unfair starting advantage are prohibited.
- No starting or propulsion devices.
- Car must be freewheeling.

Other Brick Derby / Mini-Brick Derby Race Rules

- Each car must pass inspection by the official inspection committee before it is allowed to compete.
- Any other modifications not expressly forbidden by any of the rules above, are allowed, subject to final decision by a race official. The Inspection Committee may disqualify any car that does not meet these specifications.

Car Repairs

- If pieces fall off the car, (common in Brick Derby car races!), the racer will have 2 minutes to put pieces back on the car.
- No additional pieces may be added when the car is repaired.

Hints

- If you want the cars to have some permanence, it is suggested to glue some together (if not all the pieces). LEGO parts were simply not meant to crash together and stay together! There is considerable force when a car reaches the end of the track and unless you have a long landing zone (most tracks don't), the car is going to smash into something and break apart, unless the pieces are glued together. In the very least, you should glue the PRO Brick Wheel Assembly to your car.
- Make sure you know which end of your car is the front and which end is the back. It can make a difference in the speed.
- Don't forget a driver for your car!

