

2009 MESA DISTRICT MOGOLLON RENDEZVOUS



THE TRAPPER'S LAST SHOT.

SYLLABUS

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A Message from the Booshway

Wah Pilgrims, Got Sand?

A little more than a century ago, western North America was a mystery to the European settlers who had rapidly filled the eastern part of this continent. In their relentless search for beaver, gold, and emigration routes to the West, a special breed of man emerged who would reveal the secrets to this mysterious land. Such men were said to “have sand” or “have sand in their craw.” The words described men who had the ability and desire to discover what lay beyond the known world. These men were rugged individuals with the determination to succeed, the grit to survive, and the drive in their hearts to forge the settlement of the West. The legends and feats of the mountain men have persisted largely because there was a lot of truth to the tales that were told. The life of the mountain man was rough, and one that brought him face to face with death on a regular basis—sometimes through the slow agony of starvation, dehydration, burning heat, or freezing cold and sometimes by the surprise attack of animal or Indian.

Mountain men were rough and ready fur trappers whose exploits are part of the legend of the American West. Following Lewis and Clark’s historic trek to the Pacific, these tough trappers headed into uncharted territory to make their fortunes in precious beaver pelts, blazing trails the pioneers would later follow in their wagon trains.

Mountain men were always the heroes of their own tall tales because each storyteller reckoned he was the equal of any man alive. They dressed for their role as a new breed of American hero in buckskin leggings, jackets with long fringes called whangs, moccasins and fur or warm wool hats decorated with porcupine quills. Over one shoulder hung a strap holding a powder horn and a bullet pouch for balls and flints. They tucked a butcher knife into their belt, along with a tomahawk. A dried deerskin overshirt served as armor for deflecting arrows.

What was it that drove these men to “have sand?” Imagine what it took for Jedediah Smith to help sew his own scalp back on his head after an encounter with a grizzly bear; or for John Colter to outrun a band of Blackfeet Indians, then plunge into an icy river with not even a stitch of clothing on. So why did they do it? Three ideas come to mind: They loved the outdoors, they loved their freedom, and they loved to out perform their peers. Each time I think about you young men I can’t help but reflect on 2000 young warriors who I believe “had sand.” They also, loved their country, loved their freedom and they wanted to perform for their God and family. They were men of honor and great character who were taught by their parents to “have sand.”

So, what does it mean in our day for a young man to “have sand?” Could it possibly be a young man who loves his country, honors his parents, and honors his commitments to God? Isn’t the scout oath and law your personal pledge to be a little better each day? Are the sands of time passing you by without you showing improvement? We are told that we will receive “line upon line,...here a little there a little” I’m positive that the mountain man would have never survived if he didn’t improve his skills each day and learn to obey the rules of nature herself.

Now, I want to extend to you my personal invitation to attend the Mountain Man Rendezvous next March. Bring your tall tales, your regalia with whangs and even your knives and hawks that you have made with your own hands. Bring your skills and come and see just how much “sand” you have in your “craw” as you compete against your peers. Got Sand?

Wayne “Rip Snortin” Spencer
Booshway, Mogollon Rendezvous 2009

Preparing for the Rendezvous

What are the dates for the Rendezvous?

This rendezvous will be held **March 19-21, 2009** at R-C Scout ranch east of Payson. See page 7 for camp location and the end of this document for maps.

Who Can Attend?

This rendezvous is for all Varsity units and scouting units with scouts ages 14-16. Although specifically created for those units in the Mesa District, the rendezvous is open to all Varsity Scout units in the Grand Canyon Council as well as those from outside of council who wish to attend. Only Boy Scouts and Varsity Scouts age 14 – 16 *at the time of the rendezvous* may participate at the Mogollon Rendezvous. No younger persons including siblings, younger unit members, children of adult leaders, etc. will be allowed to participate in the rendezvous activities in any capacity. Older boys may only attend if specifically invited and then only as staff - not as participants. The parent or guardian of any child younger than 14 will be asked to take that child home. There will be no exceptions! **Rendezvous is a High Adventure activity intended only for Varsity Scouts 14-16. No younger boys are to attend and no older boys may participate.**

How Do We Sign Up?

A registration form is included in the Forms document. Feel free to copy this form and give it to other teams. Forms with payment may be turned in at Huddle to the Rendezvous Scribe *only*. We strongly encourage teams to pre-register. You are *not* registered nor pre-registered until payment is received in full. **Registration is to be done through the Varsity Scribe, not to the ADC, Booshway or Segundo!** A copy of the receipt will be issued to the person at the time of registration.

On-time Registration Advantages

In order to better plan for the needs of this event and to encourage early preparation for the outpost activities, several incentives have been established for those teams with on-time paid registration. Required adult leaders (1 for every 5 boys with a minimum of two) will have a lower price than boys and additional leaders. The price schedule follows:

	Boys	Required Leaders	Additional Leaders
On-Time Price	\$20.00	\$0.00	\$10.00
Late Price	\$25.00	\$10.00	\$20.00
Savings	\$5.00/Boy	\$10.00/Req. Ldr	\$10.00/Add'l Ldt

Rendezvous Medallion: A special medallion unique to this event will be given out to the first 700 people with paid registration based upon dated receipt.

Rendezvous Patch: Although we try to provide patches for everyone who attends, should we run out, those registering late would miss out on this collector's patch.

Gold Passport Advantages

For a team to qualify for the Gold Passport they must meet the following criteria:

- Have participated in at least one Team Service project during 2007/2008 and have documentation turned into the Varsity commissioner.
- Have participated in at least one District On Target activity during 2007/2008 and have documentation
- Have two leaders *fully* trained (youth protection, basic and outdoor training) prior to registering, with documentation
- Have been registered for this Rendezvous event on time (prior to the February, 2009 Huddle)

The Gold Passport advantages are:

- Early check in time
- Early times for starting activities
- Fast pass to certain activities is being considered.
- Others as determined by the Booshway & Staff

Obtaining a Copy of This Syllabus

In order to reduce printing costs, the syllabus (this document) will be made available in printed form to each team coach. Additional copies may be made by the team or an electronic form downloaded from <http://www.mesavarsity.org/rendezvous>. Feel free to print as many copies as your team requires. Note: Team Captains and Coaches should have a full copy. All other copies are optional. Your ADC may have for your printed copy.

Leadership Requirements

Two-Deep Leadership, two registered, trained adult Varsity leaders, or one trained adult Varsity leader and a parent of a participating Scout, one of whom must be at least 21 years of age or older, are required for all trips and outings. There should be a minimum of one adult for every five youths in attendance (always with a minimum of two, of course).

Each participating Varsity Scout Team should also have an appointed Team Captain who will be responsible for leading and coordinating all of his team's efforts. Information will be furnished to the Team Captains throughout the rendezvous for relaying to their teams. Adult leaders will be required to stand back and allow the Team Captain to carry out his duties and to run the Team, both at registration as well as during the activities. The Rendezvous staff will be available to answer questions at any time for Team Captains.

Paperwork Requirements

Registration

(See pre-registration advantages). The form and payment are to be turned into the Varsity District Scribe for Mesa District. Teams outside of Mesa District may turn registration forms and payments into the Rendezvous Scribe by contacting the following individual:

Richard Vaterlaus at MountainMan@vaterlaus.org or calling (480) 633-7722. The mailing address is:
457 W. Nopal Ave,
Mesa, AZ 85210

Fees

See the table above under "On-time Registration Advantages"

- On-Time means that registration forms and fees have been turned into the Varsity Scribe no later than February huddle, 2009.
- Fees, After Action Reports, and registration must have been turned in on time to qualify for Gold Passport status

Tour Permits

A tour permit **is required**. In the past tour permits were not required if you were going to a council property. This rule has changed and now a tour permit is required for **all** traveling activities. Please be certain that you have one. We will be asking for it.

Physical Forms

This is a **High Adventure** activity and Coaches are required to have "evidence of fitness assured by a complete health history from physician and parent, or legal guardian" for every boy and leader. Use the **Medical Record Class 3 form** for all youth and adults. Also, as a reminder, this form is good for one year only. The Team Captain will present a completed form for each youth and adult participant at check-in.

Medical Consent Forms

Each participating youth and adult *must* have a completed Medical Consent form *even if the parent is in attendance*. These forms insure that prompt medical attention may be given in case of need. These forms along with the others required, will be presented at check-in and are kept by the Team Captain at the camp site.

Preparing your Team

There are several things that you can do as a team to prepare for this grand event. Those teams that come prepared tend to have the greatest success and the most fun. Here are some of the ways that teams can prepare ahead of time:

- **Team Leader Training** – This will allow your Team Captain and other team leaders to be ready to take the full responsibility of leadership during the rendezvous. This is key to your team's success.
- **Study the Mountain Man** – This can be done by inviting a mountain man to your team meetings to show and discuss their "stuff". Or perhaps you may want to visit a clan, do some reading, use the Frontiersman pamphlet or by any other means begin to understand what the mountain man was, how they dressed, and what they used in their day to day life. Each Jan/Feb there is a rendezvous at the Winter National Muzzleloader competition at the Ben Avery shooting range. Attend if possible and check out traders row.
- **Make Regalia** – Work as a team to make shirts, pants, moccasins, canteens, possible bags, medicine pouches, powder horns, knives, sheaths, scabbards, hawks, beads, stools or other mountain man gear. This will give an opportunity to appreciate your mountain man uniforms and to look real sharp as a team at the rendezvous. Although it is not necessary that patterns and colors of the regalia match, for the purpose of using the regalia as a uniform, it is necessary that all boys in a unit have the same items – shirts, pants, capotes, and hats. Additional items could add some extra points. **Regalia is the uniform for this activity and adds points to those given for participation in the other activities. (See Resource Document for more information about specific items and for patterns).**
- **Make Trading Items** – Work as a team or in small groups to make mountain man items for the trading blanket. This will allow your team members to trade for other items that you may not have had time to make. Find what you are good at making and make several of them of good quality to trade. The more you put into making an item the more it is worth on the trading blanket.
- **Build Teamwork** – Work together to build teamwork within your team. Your success in the Colter Run and many other rendezvous activities rely heavily on teamwork. Use C.O.P.E. exercises in your team program to accomplish this.
- **Build a Service Attitude** – We will once again be looking for teams that demonstrate "Live the Oath, Obey the Law" (LTO-OTL) in service, spirit and deed. Instilling a general attitude of service and excellence in your team will help them to succeed. Look for opportunities at the rendezvous to go above and beyond what is expected.

Vehicle Preparation

Transportation for scout outings is very important. The BSA is very much aware of the special needs for travel. Being safe is of utmost importance. Please make sure there is adequate space for all passengers in the vehicles you will use for transportation to and from the rendezvous. Don't count a place for a rider unless an operational seat belt is available. **Remember!** Count the vehicles you need by the number of seat belts available in the vehicle. Having vehicles that drop you off and return to pick you up may be a significant advantage.

Since the location of the Rendezvous does not have adequate facilities for so many vehicles, to ensure the safety of both vehicles and participants on the activity site, only one vehicle from each team will be allowed into camp to unload unit equipment and then it will return promptly to the parking area. All other vehicles will park and remain at the gravel pit. Team registration will take place at the gravel pit from 9 AM (8AM for Gold teams) until noon.

Vehicle safety is also important. Please take time to review the Motor Vehicle Checklist for each of the vehicles transporting youth. The Motor Vehicle Checklist is found in the "Forms" booklet.

Personal/Team Camping Gear

During March the weather can get rather chilly in the evening and night hours. Sometimes it will be close to freezing in these higher elevations. You should come prepared with warm clothes that can be removed in layers as the day warms up. Also remember that if you do not bring a burn barrel for your fire you will not be able to have a fire in your camp for those chilly nights. A sample personal and a team checklist is provided in the "Forms" document.

Compass and GPS Units

We strongly encourage teams to bring compasses and GPS units if possible. There may be several opportunities during the rendezvous where these devices will come in rather handy. A GPS is very similar to how the mountain man used the stars to navigate only today we use the satellites and we can navigate during the day. Bring whatever you have along and BE PREPARED!

Arrival and Setup

Rendezvous Rules

- Boys or adults riding on bumpers, tailgates, hoods, fenders or trailers will not be tolerated. This is a strict violation of BSA policy. This should not occur on any scout outing and the HQ staff may become particularly cantankerous if it occurs on this outing and may ask you and your team to leave the rendezvous.
- Rendezvous regalia should be worn during this activity and worn appropriately.
- A three-times-three ringing of the bell will designate an emergency. Assemble at your campsite and send buddy runners (2) to HQ for information or instructions.
- Each unit is required to have a properly stocked first aid kit and plan on treating minor injuries. Medical staff and facilities will be identified at the rendezvous site for any major problems encountered. Band-Aids, Pepto, Aspirin (and it's may forms) should be supplied by you, not the medical staff, so be sure your First Aid kit is stocked appropriately and abundantly.
- After lights out time designated on the schedule of events, all teams should be in and remain in their own campsites until reveille the next morning. HQ staff will be on patrol in the area at times during the night and any team member found out of camp will be escorted back to his campsite and the leader notified. If malicious mischief was involved, the team may be asked to leave the rendezvous **immediately!** (No, there will not be a refund.)
- Buildings other than the bathrooms and buildings involved in rendezvous activities are **off limits** to rendezvous participants. Do not enter these structures. Adult leaders and Team Captains will be responsible to instruct their team members regarding the off limits policy prior to attending, and will be held responsible for any unit member who violates the above stated rules. Other areas, such as the shooting areas, will be marked off by yellow tape. These areas must not be encroached upon or serious consequences could result. Crossing these lines will result in expulsion from the rendezvous.
- Varsity Scouts are expected to follow the Scout Oath and Law. Vandalism hurts us all and is against the law. Anyone caught destroying property will be expelled from the rendezvous and their names turned over to the proper authorities for prosecution. *This includes plants and animals as well as structures.*
- Possession or lighting of illegal fireworks will result in immediate confiscation and notification of authorities.
- All firearms brought by participants must be turned in during registration and will be made available for use during the activities as appropriate.
- Campsites are by assignment and are laid out and grouped by ADC. Space is at a premium. Please be conservative in your camp setup so that all members of your campsite will have sufficient room to camp also. All disputes regarding campsites will be arbitrated by your ADC or assistant campsite leaders and their decisions are final.

Parking

Parking will be provided as directed at the time of drop off. Signs will be posted on the highway indicating where to turn for the parking area (Spring Creek). One vehicle per unit will be allowed into R-C to drop off equipment. Please be diligent in removing your vehicle immediately after equipment is unloaded so that there is room for others to drop their gear and for emergency vehicles should they be needed. Please help each other to remember not to leave vehicles in R-C. If there is an important reason that your vehicle needs to remain close, please speak with staff members during registration for appropriate direction for vehicle location. Please be a good example to your boys of being obedient and trustworthy by following these simple rules.

Camp Location

R - C Scout Ranch is a Grand Canyon Council, BSA facility. It is beautifully located under the Mogollon Rim and next to Christopher Creek in the Tonto National Forest. Take the Beeline Highway to Payson and turn right on State Route 260. This will take you past Kohl's Ranch, past the entrance to Spring Creek where parking and registration will begin, and then on to R - C (See Map in the "Forms" document). From Payson it is a distance of approximately 18+ miles to the turnoff to Spring Creek and then nearly one additional mile to R-C. The turn-off comes up quickly at the crest of a hill so pay attention. If you get to Christopher Creek Campground or Christopher Creek itself, you missed it! Turn around and head back.

The boys will be dropped off at Spring Creek and will hike into R-C after registering. When the leader receives the directions to your campsites, the equipment vehicle will proceed to R-C to drop off the equipment while the boys and other leaders hike in. When the equipment has been unloaded, please promptly drive the vehicle back to Spring Creek where you started so that there will be room for others.

If you are interested in maps of the area, get the Tonto National Forest map or USGS 7.5 minute quadrangle map that covers the area named Promontory Point.

Hike-in

The parking location is located approximately 0.8 miles from the rendezvous site. There is a clearly marked hiking path from the parking area to the camp site. All scouts, after completing registration, will hike into R-C. Drivers will haul equipment from the parking area to R-C and drop gear near the campsite. The driver should return the vehicle to the parking area and also make the hike to R-C.

Vehicles in Camp

Only one vehicle from each team will be invited into R-C to take equipment into the rendezvous site. That vehicle must then be removed immediately until Saturday after the Coulter Run. Exceptions will be made only after permission has been granted by the Boosway or Segundo. *No other vehicles, such as motor homes and trailers, should be in camp during the rendezvous.*

Camp Site Assignments

Campsites are set up and grouped by ADC and any concerns regarding the assigned area should be taken to the ADC or his assistant. Campsite assignments will be given at registration time.

Registration

Registration check in at the Rendezvous will begin at 9:00 am on Thursday (8:00 am for those having qualified for the Gold Passport) in the parking area at Spring Creek (the gravel pit) and will continue until noon. There will be ***no early arrivals allowed***. Please make every effort to not be late to the rendezvous. Late check-in reduces the amount of time the boys have to participate in the events at the rendezvous. The rendezvous site is about 2 hours travel time from Mesa. Please have the required forms (physicals and medical consents) filled out and be ready to present them at check-in time. The presentation of forms and pick up of the packet must be done by the Team Captain, with the Coach standing by. *All other members of the team must wait away from the registration check in area.*

- If you have registered on time, have all medical permission and physical forms, and there are no adjustments to be made, registration will consist of picking up your packet, checking that forms were brought, filling out the vehicle identification and placing them in your vehicles. (Nice, huh!)
- Should you need to make adjustments such as adding boys or leaders, you will need to take a bit longer so that money can be collected and additional forms and patches can be added to the packet. (Still not too bad, right?)
- Finally, if you have not registered, you get into the long and tedious line and wait for a packet to be built, your information to be entered and monies to be tendered. (We call this the "Ugly Line".) Try to avoid the Ugly Line.

Uniforms

As usual, emphasis on uniforms is a key part of the success of any Team and we encourage all Varsity Scouts and their Leaders to **have a "class B uniform" consisting of the following *minimum* Mountain Man regalia: shirt, pants, hat, capote**. All scouts and leaders should **arrive in uniform (regalia) and plan on wearing them for appropriate activities** including all general assemblies (i.e. campfire, retreat, flag raising, etc.). Rendezvous "class B uniforms" include any number of "early American" costumes. Mountain Man capotes, drop sleeve shirts, frontier shirts, etc. help to add to the experience and provide activities for the months prior to the rendezvous. Patterns are available in the "Frontiersman" Varsity activity book and in the "resources" rendezvous booklet.

There will be a uniform (regalia) inspection station setup in the Hiverano (headquarters) area and team regalia photos will be taken there and throughout the activities of the Rendezvous. Each team is encouraged to present themselves at headquarters during the rendezvous activity time and have their uniforms or regalia scored. This activity will replace the uniform inspection process previously done by the team captains at flag ceremony. A portion of the points awarded for the Mountain Man activities will come from the regalia inspection.

Meals

No meals will be provided as part of the 2009 rendezvous. Please prepare to take care of all of your meals as a team.

Campsite Setup

Low impact camping procedures will be implemented by Teams attending the rendezvous. Don't dig trenches or fire pits or holes of any kind. ***There is one campfire allowed per team. This must be in a barrel or grill only- which you must bring with you. Please NO bonfires!*** Ashes from your campfire will have to be hauled out by your unit. You may want to bring a stove or charcoal for cooking. **Do Not** count on finding firewood at the campsite.

Campsites

Period-type camping is the order of the day. Campsites should be as authentic as possible. Teepees or Civil War-style tents are appropriate. Cooking with Dutch Ovens is acceptable. Any items which are not period artifacts should be covered with sail cloth-type of canvas or skins. Coolers should be covered or disguised as trunks, etc.

Your ADC will check your campsite prior to your unit leaving. It is imperative that each unit do it's part to leave R-C in pristine condition so that we will be invited back. Thanks in advance.

Campfires

Low impact camping is leaving no trace of being there. One of the great dangers of holding this kind of event in an evergreen forest is wildfire. Each unit must **bring a shovel and a 5-gallon bucket** (to keep filled with water) for fire safety. **Also, you must bring a burn barrel in which to build your fire or go without a fire.** There are some permanent fire rings, but do not count on your unit getting one. Fire Rings and Burn Barrels are the only places that a fire is allowed. You will be required to remove your ashes to a designated receptacle during camp clean up.

Garbage

All garbage needs to be hauled out of your campsite by your unit. The council is very cautious of any group this size and the impact it will have on the camp. Be very conscious of our presence in the facility and be protective of our right to use it. Please do your part to leave only footprints, and take only pictures...and your garbage.

Latrines

Pit privies or Port-A-Johns will be available at the rendezvous site. You are required to use these facilities to preserve the sanitation during this large of a campout. This is a BSA campsite. Do not defecate anywhere but in the privies.

Water

There is water available at R - C at various locations. You may have to carry it a short distance. Bring containers to accommodate carrying water.

Campsite Clean Up

Campsites need to be appropriately cleaned and checked prior to departure. Your ADC will assign someone to inspect the campsite before you leave. Please leave the campsites looking better than we found them.

Activities

Outpost Activities

Each Team or Squad, *upon completion of registration at check-in*, will receive a card or "passport" with the different event areas listed. This passport is your admittance into the different program area activities. Scores will be kept on the passport and turned in at the end of the day (5:30 pm) on Friday. **Do not lose the passport – all scores to that point will be lost!**

Trading Post / Trader's Row

There will be a trading post set up for your participation. The trading post will have a wide variety of mountain man items for trade or sale on the trading blanket. You should bring items to trade for items on the blanket.

Service Outpost

A service area will be setup and manned as a part of the rendezvous. Teams will be assigned to do service projects throughout the rendezvous in small groups rather than as one large group. Each team should check-in at the service outpost at their earliest convenience to receive a specific service assignment. Points are awarded for active participation in these projects and each team is required to participate in a minimum of one.

Colter Run

On Saturday morning, the John Colter run (a tradition at the Mogollon Rendezvous) will take place. This run will incorporate many of the events you will have practiced and participated in while at the rendezvous. Each team should participate as a team in the run. Each team will be given a starting time and should be at the starting line 10 minutes early. If you are not 10 minutes early, you may lose your position. During the time when other teams are involved in the run, your team should use this time to clean up and pack for the trip back home. **Please, for the safety of those participating in the run, do not bring vehicles into or out of the rendezvous site until all teams finish the Colter Run.**

Dutch Oven Cook-Off

In keeping with the tradition of the Mogollon Rendezvous, a dutch oven cooking competition will be held on Friday evening at headquarters between six and seven pm. Competing squads and teams should bring a serving of their appetizer, entrée, dessert breads and/or side dish to headquarters for judging. Awards will be given for this competition at Saturday's awards ceremony in five categories: appetizers, breads, Entrée's, , side dishes and desserts. Participants may compete in any one or all of these categories. It will not count as points for overall team scores. Judges will be selected from our ever-hungry rendezvous staff. Those judging will conclude their ~~eating~~ judging promptly at 7:00pm. It would be in the best interest of competing squads and teams to have their entries in as early as possible after 6:00pm before the judges get full. *Presentation of the meal and the Scouts is important!*

Cracker Barrels

There will be a cracker barrel session at headquarters for all Team Captains and Coaches on both Thursday and Friday evening at headquarters. Adult leaders should accompany their team captains and will be split off to a separate meeting during that time. It is very important that all Team Captains attend these sessions because important updates to schedules and activities, as well as other announcements will be relayed to them at that time. It is then the Captain's responsibility to communicate this information to their teams. *Each team coach and captain, please come prepared with paper and pencil so that notes can be taken.*

Flag Ceremonies

There will be an All-Team flag ceremony on both Friday and Saturday mornings. All participants should be in attendance for these ceremonies.

Campfire Programs

Thursday Evening

This should be done with your own District Patrol with your ADC leading. Plan to attend these campfires and be prepared to participate. District Staff will accept invitations to join you and may randomly join with the campsites for this activity. This is also a great opportunity to have a mountain man naming ceremony.

Friday Evening

A camp wide rendezvous campfire is planned for Friday night. All Teams should be in attendance at this campfire. It will be an experience you won't want to miss.

A campfire should be a fun time for all. But sometimes a few disruptive people can ruin it for all the others. Adult leaders are responsible for the behavior of their own youth. Please remind your scouts to be respectful to those speaking as well as to their fellow Scouts.

Live the Oath – Obey the Law

The LTO-OTL program will be carried forward to this rendezvous from previous years. Rendezvous staff will continue to look for individuals, squads and teams that exemplify LTO in deed and spirit. Top teams should be aware of those who need help around them and should take opportunities to assist where needed, even if they are not asked. LTO awards will be presented each morning at flag ceremony to recognize those who are caught going beyond expectations.

Awards Program

Each Team may earn a ribbon based on their performance. Awards will be based first on Team unity and Leadership and second on Performance at events throughout the weekend. Awards will be presented for overall and for several individual events. In the event of ties, multiple ribbons will be awarded. There will also be special awards and prizes awarded for Top Team, Dutch Oven, Individual Awards, Hair of the Bear, and Live the Oath[/ Obey the Law (LTO/OTL)].

Each participant will receive a patch commemorating the work and fun had at this rendezvous. Additional memorabilia will be available to interested individuals at the trading blanket. Also, additional memorabilia will be given to those who register on time (by February, 2009 Huddle).

Major awards will be presented Saturday morning or at April Huddle.

Adult Leader Meeting

Since there are usually special guests invited to attend, there will be an opportunity for these guests to address and train the leaders. The schedule for this meeting will be announced at the first cracker barrel.

Cleanup and Departure

Campsite Clean-up

Each unit needs to completely police their camping area before leaving. Clean up all trash (even old litter), replace ground cover, etc. Leave your camp site as undisturbed as possible. After all, we are Scouts and are more experienced in these matters than most individuals. The Team leaders are responsible for seeing these rules are followed (Yes, that means the Captain).

The designated clean-up time is during the Colter Run on Saturday morning. Although vehicles will **not** be allowed into the rendezvous site until the run is finished for safety reasons, much of the clean up can be done while the run is in progress.

Check-Out

When a team is ready for site inspection they should contact their ADC or Campsite director/Assistant ADC (who should be in the campsite) and have them check the site for the team.

In order to finish on time it is important that teams use slack time in the morning during the Colter Run to clean up, pack up and be checked out. Any teams finishing early can check-in at headquarters to assist in taking down and packing up the base camp.

Vehicles

As with arrival, only one equipment vehicle will be invited into camp to pick up team gear. All equipment to be loaded in the vehicle should be stacked and prepared prior to the vehicle coming into R-C. Once the Colter Run has completed the vehicles will be invited into the camping areas.

Hike-Out

All teams planning to leave prior to the end of the Colter Run must hike out to the parking area in the same manner as they arrived. Please do not send a runner to bring vehicles to R-C for pickup of passengers prior to 1:00 pm on Saturday or after the Coulter Run has completed. Any exceptions need to be approved by the Boosway or Segundo and a vehicle pass will be issued allowing the vehicle to come through the gates.