Vespers Trail Invitation Letter

A Special Invitation for: Team # Sponsor:

The Booshway and his friends have organized a special vespers trail and would like to invite your team, which was one of the first registered, to attend. The vespers trail is meant to be an uplifting, motivational and spiritual activity for your team. Because of a solemn nature and we ask that you prepare your team to participate by instructing them as follows:

- 1. During the trail a guide will be provided. Flashlight use should be kept to a minimum. If flashlights must be used they should be constantly pointed towards the ground and turned off when approaching any of the stations on the trail.
- 2. There should be no talking among the participants while on the trail.
- 3. Laughing and joking around is not part of the vespers experience and should be saved for other times.
- 4. If time permits your team campfire should be conducted prior to your participation in the vespers trail. Otherwise you should plan on holding your own campfire immediately following.
- 5. Please be prompt in reporting to the start of the trail. We would like several teams to experience this activity and to do so we must maintain a tight schedule.
- 6. Please only come with your team. This is a very limited activity and only a few teams are invited.

Much planning and effort has gone into bringing you this experience. We hope that it will be one of the highlights of your activities in the rendezvous. We as your event staff would like you to carry the spirit of this trail with you throughout the rendezvous. Thanks again for your eager participation in signing up early for the rendezvous.

To participate in the trail pl	ease have your team report to the camptire ring (West of the
flagpoles) promptly at	pm on Thursday Evening, March 15th. Your guide will lead
you on the trail from there.	We expect the trail to take about 30 minutes to complete.

Dave Gardner Nate Clark Booshway Segundo

Compass and GPS Course Scorecard

2001 Mogollon Rendezvous Booshway's Compass & G.P.S. Course

Date:	C	ourse Type:	☐ Compass	□ G.P.S.
Time Started:		Time Complet	ted:	Total Minutes:
Team #:	Sponsor	(Ward & Stake):	
# of Youth:		# of Adults: _		
Way Point Ma	rker Identificat	tions:		
1.	5.	9.	13.	
2.	6.	10.	14.	
3.	7.	11.	15.	
4.	8.	12.	16.	
Staff Signature	e:			

January 2nd, 2001

Address

Dear xxx:

The Mesa District of the Boy Scouts of America has been conducting annual rendezvous for the last eight years. These rendezvous provide a chance for varsity scouts, who are 14 years of age and older, to use the skills they have learned in a fun and challenging environment. The "Mountain Man" theme is a basis for much of the varsity program. Just like the mountain man of old, our scouts come together to test their skills and abilities and to trade their wares. Over the years this activity has grown from meager beginnings to what it is today with our last years rendezvous having more than 500 youth in attendance. Scout participation is expected to exceed 800 this year.

This year we will be holding our Mogollon Rendezvous on March 15th through 17th, 2001 just outside of Payson, Arizona at the R-C Scout Ranch. This years rendezvous has been expanded to include all of the scout districts in Arizona including the San Tan, Scottsdale, Tempe, Phoenix, Prescott Valley and Safford.

In an effort to make this a memorable experience for all youth involved, the Mesa District Varsity Scouts are soliciting contributions. Your product contributions will be presented to exemplary youth at flag ceremonies each day to recognize outstanding efforts of service and enthusiastic whole hearted participation in events. By contributing xxx products to the youth we can give them positive feedback and recognition of their preparedness and efforts. xxx product contribution to this activity along with the name recognition of xxx will mean a lot to the recipients.

More details regarding this event can be found at our website located at: http://www.mesavarsity.com/rendezvous. If you have specific questions please don't hesitate to call me at (480) 844-8888. Thank you in advance for your assistance in helping us build strong skills and leadership in our youth.

Dave Gardner Mesa District Volunteer Scouter

Please send all donations to:

Mesa District Varsity
c/o Joe's Plumbing Supply
90324 S. 46th St.
Phoenix, AZ 85040

Donation Letter Attachment

Dear Sirs,

Joes Plumbing supports this Varsity Scouting effort and is therefore providing our address as a drop for contributions. We also thank you for your support.

Sincerely,

Joe Smirnack President, Joes Plumbing

Donation Confirmation

McAfee Activewear, Inc. Attn: Bill McHenry 6360 E. Lincoln Rd Scottsdale, Arizona 85251

Per our conversation, the Boy Scouts of America is looking for a corporate sponsor to underwrite the purchase of two G.P.S. units and two compasses to be used as awards for the upcoming Varsity Scout Rendezvous event. We have been given a substantial discount on these items and the remaining cost is outlined below. We appreciate your assistance in support of this great activity.

Description	Retail	Our Cost Quantity	Total
Magellan 315 G.P.S. Unit	\$ 210	\$ 99.50 2	\$ 199.00
Silva Expedition Compass	\$ 25.00	\$18.00	\$ 36.00
		Tax	\$ 16.92
		Total	\$ 251.92

Please make the check payable to "Mesa District Varsity".

Dave Gardner Booshway, 2001 Mesa District Mogollon Rendezvous

Donation Thank-You Letter

March 23rd, 2001

Mr. Jack Smith Smith & Co. 22825 S 46 St Phoenix Aa 85040-1717

On March 15th through 17th the Boy Scouts of America, Mesa District, held the Mountain Man Rendezvous activity which we conduct every two years. This years event was attended by over 1,300 people. We continue to receive positive response from both the youth and leaders that were in attendance that this event was a positive influence in their lives.

We wish to express our sincere appreciation to you and your company for the contributions you have made to this event and to our program. Your contributions have allowed us to deliver quality programs, such as the mountain man rendezvous, to the youth of our area.

One of the primary themes of the rendezvous event is service. Throughout the event service to others was emphasized and rendered by both youth and adults. We are happy to report that well over 500 hours of service was rendered during this three day event. This attitude of service will no doubt continue on in the lives of all those who attended.

Your contributions have made a difference in the lives of these youth and adult leaders. With the help of companies such as yours we hope to continue to deliver the promise of scouting to the youth and to train our leaders for tomorrow. We hope that you will continue your support of these programs in the future.

Thank you again for the donation and the energy expended on the behalf of these youth.

Dave Gardner

Booshway, 2001 Mogollon Rendezvous Mesa District, Grand Canyon Council

Boy Scouts of America

Mountain Man Names Scoresheet

Team #: Sponsor (Ward & St	ake) :
	t people who are at the rendezvous. To earn extra points for your team have each sign this card by their name. Then turn this card in with your
Almost	Larry
Beats Husband	Mad Max
Big Bang	Medicine Man
Brodey	Music Maker
Bullwhip	One Shirt Two Knives
Butter Knife	Petal Pusher
Butter Knifes Dad	Recliner
Card Shark	Running with Flame
Chuckwagon	Straight Arrow
Conundrum	Striker
Digital	Tatonka
Fire in the Hole	Three Stripes
Grizz	Three Tails
Ham Bone	Trader Joe
Jawbone	Vector
Keener	
Total # of Signatures:	

Welcome Card

This card is handed to the drivers as they pull into the gravel pit parking and staging area.

Welcome to the 2001 Mesa District Mogollon Rendezvous! We are glad you're here! Now that you've arrived we need you to park your vehicles. Once you park your <u>team captain</u> will need to present himself at the check-in table with the following:

- Tour Permit (Has it been approved by council?)
- Medical forms (Are they all signed by Doctor and Parent?)
- Parental Consent Forms (Are they all signed by parents?)
- Team Roster (Is it complete with all youth and adults?)
- Ability to pay for any adjustments in boys or leaders

He should also know:

- Team Number (Note most varsity teams start with a "6")
- Sponsoring Organization (Ward & Stake)
- Campsite Preference (if any)
- Rappelling Time Preference (if any)

Once the team captain completes registration then the team should load up their packs and begin their hike to camp. Once they reach camp then your team number will be called out over the loudspeaker here at Spring Creek. Then ONE of your vehicles will be allowed to drive down the highway to R-C and meet your boys at their campsite, unload, and the return here to Spring Creek to be parked. Your cooperation in following this procedure will ensure that you are processed speedily and can get right to the fun. Have a great time.

Statement of Policies

This is posted clearly in front of the check-in table.

Mesa District 2001 Mogollon Rendezvous Official Statement of Policies

Registration Limits

To ensure a quality program for those attending the rendezvous we have set the limit this year to a maximum of 850 youth. Once we have reached that limit we will accept no more pre-registrations. Unregistered teams that show up at the rendezvous will not be allowed to check-in until after 1:00pm. If by 1:00pm all pre-registered teams that have arrived have been processed, then a tally will be conducted. Non-registered teams will then be allowed entry until the 850 youth count has been reached. All other teams will be turned away and will not be allowed to participate. We understand that this is an inconvenience but we are giving preference to those who have planned and pre-registered for this event.

Incomplete Medical Forms

The rendezvous is a high adventure activity. To ensure the youth are protected we require a doctors certification of health and fitness. This certification must be a B.S.A. class 2 or 3 physical or may be any other deemed acceptable by the registrars. Teams who do not have physicals for one or more of their youth will not be able to participate in some activities. Specifically they will not be allowed to participate in the rappelling or Colter Run events. It is up to the event leader to determine the extent of participation they will allow for these teams in their events.

Adult Participation

The rendezvous is a youth activity. Adults are asked to take an observation position as much as possible. This includes allowing the boys to decide on activities and allowing them to lead their teams. Event staff will be fully occupied attempting to service the youth at the rendezvous. Adults should recognize this and withdraw from event participation as much as possible. If the event leader allows and invites them, then the adult leaders may be permitted to participate in some activities. Adult leaders may also be asked to assist with the activities from time to time.

Rendezvous Outpost Setup Guidelines

This information is provided for each outpost leader.

Planning information for the rendezvous can be found at: http://www.mesavarsity.org/rendezvous/plan

All outposts should be clearly marked by an entry gate with a sign.

Outposts should be roped off around their borders and participants should be encouraged to use the gates for entry into each outpost.

Signposts should be constructed and placed inside each outpost gates. These signposts should identify each station in the outpost and point the direction to the stations.

Each station should be manned with enough staff to cover the activities plus extras. There will be no time allotted for lunch or breaks. This means that each station should have enough staff to cover so each person can take time out for breaks and meals. Additional staffing also facilitates runners to obtain supplies or relay information between stations.

Each outpost should have a designated outpost leader who can roam between stations to check on and address needs

Each station should have a designated station leader who can regulate (throttle) traffic through their activity.

Each station should make or obtain a "prize" for their activity. Throughout the activity staff should keep track of teams who participate in their station and select an award winner to receive the prize at the end of the rendezvous. This can be an individual or a team prize. Prizes may be awarded on scores, enthusiasm, helpfulness, or any criteria you choose.

Although bunkhouses will be provided for staff, outposts and stations may need to bunk at their outposts to keep an eye on equipment and supplies. Outposts may wish to establish their own "camps" and bunk together within their outpost.

Staff meals will be provided from Wednesday evening March 14th through Saturday noon March 17th for staff. Each staff member is expected to pay \$20 for their meals and will be issued a meal ticket. All staff meals will be served in the dining hall and will also be available for take-out. Snack foods will also be available for sale at the dining hall.

Friday evenings meal will be the cookoff. Participants will bring samples of their food to the dining hall from 6pm to 7pm. All staff is expected to be there to partake and judge during that time.

All events should be prepared to run during the following times:

Thursday March 15th 12:00pm – 5:00pm
Friday March 16th 8:00am – 5:00pm
Saturday March 17th 8:00am – 12:00pm (Colter Run Events Only)
Each event should be prepared to handle 15 – 30 youth at a time (1-4 squads).

Rendezvous Staff Update

This information is given to each staff member at the rendezvous.

Staff patch armbands are available at the mess hall. A registration form must be filled out to receive your patch. All staff needs to wear their arm patches during the entire rendezvous.

Events run from 12:00pm – 5:00pm on Thursday and from 8:30am to 5:00pm on Friday. Colter run events run from 8:30am to 12:00pm on Saturday.

Staff is encouraged to attend staff meetings on Thursday evening at 8:45pm and on Friday at 7:00pm in the meadow below the mess hall. Elder Dellenbach (General YM President of the Church) will address the staff at Friday's staff meeting.

We expect some teams to show up without complete physicals. These teams will have a Yellow passport card to identify them. If your event has any physically strenuous activity then you should decide if and how much these teams may be allowed to participate. Teams with the Blue passport cards should be unrestricted in their participation.

Remember the boy leaders are in charge. As each team arrives at your events you should ask the team captain with their passport card to step forward. Coordinate all instructions through him. Ignore the adult leaders (I can't hear you!) and keep an eye out for yellow passport cards.

Each event should have come prepared with a prize for their event to be presented at the closing ceremony on Saturday. The criteria for this prize can be anything of your choosing such as timing on events, enthusiasm, interest, team spirit, service, etc.

Lunch fixings will be available at breakfast each day for those events that do not have the ability to get to the mess hall for lunch. Please take advantage of this and prepare lunches for your event people.

Last Minute Rendezvous Updates

This information is given to the team captain at check-in.

Remember that the Team Captain is in charge!

The service outpost located in the Hiverano (headquarters) area has your event patches. Upon completion of your first service activity these will be provided to you and your team. The service activity is required for all teams. Multiple visits to the service event are encouraged.

We will NOT be using the uniform inspection sheet that was contained in the syllabus. Instead we have established a "Regalia/Uniform" inspection event in the Hiverano (headquarters) area. Teams are encouraged to stop by this event in full uniform or regalia anytime during Thursdays or Fridays activities to be inspected and receive their points.

Friday night's all-team campfire program will begin promptly at 8:30pm. All teams should attend this campfire. We will have Elder Dellenbach from the General young Men's Presidency there to address us.

In conjunction with Elder Dellenbach's visit there will be a special meeting for all adult leaders at 2:00pm on Friday in the open area below the mess hall. All adult leaders are encouraged to attend. During this meting the teams will continue in their activities and will be supervised by the rendezvous staff.

A copy of the schedule is attached. Please use this schedule and NOT the one in the syllabus.

A snack bar is available in the Hiverano (headquarters) area. It will be open during the same time as the events and on Saturday morning.

We have arranged for prizes to be awarded from each event area at the closing ceremonies on Saturday. Teams must be in attendance there to receive prizes. Some events may post scoreboards indicating the top scores. Other events may use arbitrary criteria such as enthusiasm, team togetherness, etc. to determine who gets their prize.

The Booshway has setup a GPS and a Compass course in the Hiverano (headquarters) area. Teams are encouraged to try these courses. Special prizes will be awarded for this event.

A campsite inspection sheet is being provided. This must be completed and turned into the Booshway or Segundo <u>BEFORE</u> flag ceremony <u>BEGINS</u> on Friday morning. Any sheets turned in after that time will not receive the full point value for them.

The event staff is staying in the cabins above the mess hall. These areas are OFF LIMITS for all participants. This includes the area of Van Ness lodge and the showers.

The Medical staff is located in the Directors Cabin which is at the bottom of the upper meadow below the mess hall. A red porch light will be on their building at night so that it is easier to find should you have any emergency needs at night. The medical staff has radios and telephone and will be the focus of communication for emergencies.

The Order of The Arrow will have a camp setup near the Hiverano outpost. Teams can stop by anytime during the rendezvous to see what Order os the Arrow is about and to hold an election for Order of the Arrow members from their team. A callout will be conducted at Saturday mornings flag ceremony.

Press Invitation

This letter is specifically for one reporter but a general one in the same general format was sent to all local TV, Radio and newspaper media.

Date: March 9th, 2001

To: Larry Johnson Fax: (480) 962-6567

Email: ljohnson@snowmedia.com

Jack Abrahms asked me to provide you with some information regarding our upcoming event.

Event Name: Mogollon Rendezvous

Sponsor: Mesa District Varsity Scouts, Boy Scouts of America Dates: Thursday March 15th through Saturday March 18th, 2001

Place R-C Scout Ranch (Highway 260 East of Payson near Christopher Creek)

Event Leader (Booshway): Dave Gardner (480) 844-8888

Expected attendance:

850 Youth ages 14-15 (859 currently registered)

400 Adult Leaders 250 Event Staff 1,500 Total

This will be one of the largest ever gathering of Varsity Scouts in America. The Rendezvous is based on the times of the early American mountain man who gathered annually to trade and sport their skills. We have over 60 activities available on Thursday from 12:00pm to 5:00pm and on Friday from 8:30am to 5:0pm. These activities include black powder shooting, flint knapping, doubleball, blacksmithing, Atlatl, gold panning, two man bucksaw, rappelling and many others.

On Saturday each participating team will join in on the "Colter Run" which is a timed skill challenge course. This activity was named after John Colter who ran to escape being killed by the Indians in the late 1800's.

Scouting teams have prepared for this event for some months. Most will be in full regalia (mountain man attire) of their own making. This regalia includes shirt, pants, capotes (coats), knives, pouches, hats and more.

One of the major themes of the activity is service. During this event we expect to see over 400 man hours of service rendered. Included in that service will be the construction of a new ramada for the camp, spreading of wood chips and straw, clearing and moving brush, and more.

Another important element of this activity is youth leadership. From the time they arrive, each team of boys will be directed by their youth leaders. The adults may be present but they are definitely not in charge.

A comprehensive list of activities and further information regarding the rendezvous can be found at: http://www.mesavarsity.org/rendezvous

The Mesa District conducts this activity every two years. The event is open to all scouts 14 and older in Arizona. The event two years ago had just over 500 youth in attendance. This years event was capped at 850 youth to ensure that the quality could be maintained on all activities.

With the magnitude of this activity and the diversity of events and people, we are encouraging the media to come, take a look and see how the older boy scouting program functions in Arizona. This is a high adventure activity and has a completely different flavor than that of the cub scout or boy scout programs seen at events such as Scout-O-Rama. For media personnel we have lodging facilities and meal service available throughout the activity.

Should you have any further questions, feel free to contact me.

Dave Gardner Booshway, 2001 Mogollon Rendezvous

Email: david@davids.org Cell: (480) 844-8888

Service Project Startup List

This was provided to the service outpost leader prior to the rendezvous. The camp project list was compiled ahead of time by the camp ranger and provided along with this list. Other projects were made up as we went along.

Service Outpost Project Suggestions

Everything on the Camp Rangers List

5:45 each day (Thu, Fri) the main flag needs to be lowered

Wood Chips spread in the upper meadow (assign x wheelbarrows full)

Kitchen staff needs help? (Wash tables, mop, dishes, prep, etc)

Water or drinks to staff in the lower meadow

Spreading of straw in high traffic areas

Assist with take down for events that have finished

Water/Food for OA guys at front gate or at Spring Creek

Spread gravel better on roads

Put straw in mudholes in roads

Line water drainage paths with rocks

Clean showers or restrooms

Service Reporting Form

This form was filled out by each team as they came through the service outpost. It provides useful statistics on hours of service and the people involved.

Mesa District Varsity 2001 Mogollon Rendezvous Service Assignment & Reporting Form

Date:			
Time Started:	Time Completed:	Total Minutes:	
Team #:	Sponsor (Ward & Stake):		
# of Youth:	# of Adults:		
Assignment:			
Notes:			
Staff Signature			

Staff Evaluation Form

Completed by staff members at the conclusion of the rendezvous.

Name	::	Phone:	
Stake	<u> </u>	District:	
Outpo	Outpost: Event:		
	eel free to write on the back if needed. Be sure to usus here.	number comments on the back to associate them with the	
1.	Did you have idle periods during the time	s the events were being conducted?	
2.	How many boys on average were at your	event at one time?	
3.	What was the estimated total cost required	d to put on your event?	
4.	Did you get donations to help you?		
5.	As an event leader, what was the biggest	surprise you encountered at the rendezvous?	
6.	As an event leader what would you do dif	ferent next time?	
7.	If you could leave a message to those who after you, what would that message be?	perform your assigned rendezvous functions	
8.	As an event leader is there one or more exthat you can relate?	speriences you had with a boy, team or leader	
9.	Please list any other comments or suggest	ions regarding the rendezvous event:	

Participant Evaluation Form

Completed by participants and coaches after the rendezvous at huddle.

Name:	Phone:
Stake:	Ward:
Team #:	District:
Note feel free to write on the back if needed. Equestions here.	Be sure to number comments on the back to associate them with the
For each area below please provide any the following areas: Vehicle Parking Registration/Check-in process Campsites Thursday Evening Campfire or S Friday Afternoon Adult Meeting Friday Night Campfire Crackerbarrels Cook-Off LTO Awards Service Event Uniform Inspection Event Awards Colter Run Activities Event Staff	
	in the areas of growth and excitement regarding the growth, no further interest, 100=monumental growth,
Did you wait for any events?	
What was the biggest surprise for you at	the rendezvous?
What message would you convey to futu	are leaders who will be attending this event?
As a leader is there one or more experies	nces you had with a boy, team or leader that you can

Please list any other comments or suggestions regarding the rendezvous event:

relate?

Staff Thank You Letter

Sent to selective staff by the Booshway.

March 23rd, 2001

Mr. Russ Kinfrom 2036 E. Bayshore Drive Mesa, Arizona 85203

Thank you for your participation and assistance in the 2001 Mogollon Mountain Man Rendezvous held on March 15th through 17th. This years event was attended by over 1,300 people. We continue to receive positive response from both the youth and leaders that were in attendance that this event was a positive influence in their lives.

We wish to express our sincere appreciation to you for the contributions you have made to this event and to our program. Your contribution of time and energy has allowed us to deliver quality programs, such as the mountain man rendezvous, to the youth of our area.

One of the primary themes of the rendezvous event was service. Throughout the event service to others was emphasized and rendered by both youth and adults. We are happy to report that well over 500 hours of service was rendered during this three day event. This attitude of service will no doubt continue on in the lives of all those who attended.

Your contributions have made a difference in the lives of these youth and adult leaders in our area. With the help of people like you we hope to continue to deliver the promise of scouting to the youth and to train our leaders for tomorrow. We hope that you will continue your support of these great programs in the future.

Thank you again for all your energy expended on the behalf of these great youth. Thank you for helping to deliver the promise.

Dave Gardner Booshway, 2001 Mogollon Rendezvous Mesa District, Grand Canyon Council Boy Scouts of America

Forms and Paperwork Checklist

Cook-Off Score Cards 100 each on three colors of card stock

Cook-Off Judging Criteria 200 plain white

Staff Parking Cards
Participant Parking Cards
Visitor Parking Cards
Special Parking Cards
100 on pastel yellow colored paper
250 on pastel green colored paper
30 on pastel pink colored paper
20 on bright orange colored paper

Passport Cards 150 blue card stock, 100 on bright yellow card stock

Staff Info Sheet 250 on plain white paper Participant Info Sheets 150 on plain white paper

Colter Run Tim Sheets 150 on ½ sheet plain white paper Rappelling Signups 100 on ½ sheet plain white paper

Official Statements 200 on plain white paper Staff Check-in Info 300 on plain white paper Campsite Inspection Form 150 on plain white paper

Service Report Forms 400 on ½ sheet pastel yellow colored card stock

On My Honor Cards 1,500 on ¼ page white card stock Receipt Forms 200 ¼ sheet on white paper Campsite Assignment Sheets 150 on ½ sheet plain white paper

Camp Maps 400 on plain white paper

Compass/GPS Course Scoresheets 150 on ½ sheet white card stock

Regalia/Class A Inspection Sheet 250 plain white paper

LTO Nomination Cards 1,000 on 1/8 sheet of pastel purple cardstock

Find That Person Sheets 150 on ½ page pastel green card stock

Getting Ready For Rendezvous Program Ideas

- □ Invite a mountain man to show off his equipment and clothing
- Make Knives / Sheaths / Scabbers
- Make Bow & Arrows
- □ Learn fire starting with Flint & Steel / Bow Drill
- Make mountain man shirts
- Make a TeePee
- Make and play doubleball
- Make throwing hawks or knives and practice with them
- Study tracking and trapping
- Make hats
- Go varmit calling
- Make backpacks and cooking gear
- Tan a hide
- Make canteens, ball bags, medicine pouches
- Learn about primitive camping
- Relate stories of the mountain man
- Make Capotes
- Go to a shooting range
- Do Initiative games as a team
- Practice basic knots for speed and accuracy
- Visit a ranch and learn roping
- Make moccasins
- Go to an archery range
- Visit a facility with a climbing wall
- □ Have a tall tale contest
- Make and use Atl Atl's
- Have a survival expert come and talk about survival
- Make trade items
- □ Go on a survival outing
- Do beadwork
- Make some rope
- Learn to play the Indian flute
- Learn flint knapping
- Make hardtack or jerky

Sample Syllabus

The following pages contain a full sample syllabus. This can be used as a model when creating your own syllabus. It is also available on the CD that accompanies this reference book.

2001 MESA DISTRICT MOGOLLON RENDEZVOUS



MARCH 15TH – 17TH R-C SCOUT RANCH

Booshway

Dave "Conundrum" Gardner (480) 844-8888

Segundo

Nate Clark (480) 835-7399

Letter from the Booshway A Lifetime of Achievements Through Your Decisions Today

The Mountain Man's life on the frontier was one of skill and toughness. Not only was he a trapper and woodsman without equal, he was also a trader, blacksmith, cowboy, horse wrangler, teamster, doctor, gunsmith, tailor, explorer, packer and guide.

The mountain man made decisions every day that would mean the difference between wealth and poverty, health and sickness, warmth and cold, food or hunger, and even life or death. Their life was busy in doing what needed to be done today to survive tomorrow. They kept in mind what was coming up soon such as seasonal changes, migratory patterns, mating seasons of the animals, trading opportunities, and yes, even special events such as rendezvous. By making informed decisions each day based on these factors they were able to survive, prosper and gain the respect of their fellowmen.

Today life has become much more complex. In order to survive and prosper in today's world it takes much more forethought. Even basic decisions made today can have far reaching effects on our lives far into the future. The scout motto of "Be Prepared" now means more than it ever has. It is up to each of us to look as far as we can into the future and to plan our lives accordingly. Each of us needs to make the long term decisions now so that the short term decisions will come natural as a result. Then even by making the small decisions each day we can arrive at the greater goal as a result.

The mountain man was forced to master their environment around them in order to survive. We also need to look around and use all the resources available to help us in our lives. Every person has the possibility of greatness, some people recognize it before others but all are capable. Look around you, learn the skills (tools) that you will need and put everything you know into the life you live. As you do, you will realize far greater things than you now imagine.

Commit to do your best starting today in preparing for this rendezvous. Through preparation, you and your team will have a better experience than those who do not prepare. Try to plan and think of every detail that you can. Come ready to learn and ready to use all that you have learned. I look forward to seeing you there and know that you'll have a great time

Dave "Conundrum" Gardner, Booshway

Preparing for the Rendezvous

Who Can Attend?

This rendezvous is for all Varsity/Venture units. Although specifically created for those units in the Mesa District, the rendezvous is open to all in Grand Canyon Council and those from outside of council who wish to attend. Only Boy Scouts, Varsity Scouts, and Explorers age 14 or older may participate at the Mogollon Rendezvous. No younger persons including siblings, younger unit members, children of adult leaders, etc. will be allowed to attend the rendezvous. The parent or guardian of any child younger than 14 will be required to return that child home. There will be no exceptions! **Rendezvous is a High Adventure activity intended for older scouts.**

How Do We Sign Up?

A pre-registration form is included in the "Supplemental Information" section of this booklet. Feel free to copy this form and give it to other teams. Forms can be turned in at Huddle or mailed to: Dave Gardner, 1351 E. Enrose Circle, Mesa, AZ 85203. We strongly encourage teams to pre-register.

Pre-Registration Advantages

In order to better plan our needs for this activity and to encourage early preparation for the events, several incentives have been established for those who register AND PAY early. Those advantages are as follows:

Payment Discount: All registrations received after February 1st, 2001 will be charged \$17 per

youth participant and \$5 per adult. Those who register prior to that date

pay only \$15 per youth and \$5 per adult.

Rapelling Scheduling: As per usual we expect all available slots for rapelling to be filled. This

means that many teams will not be able to participate in the rapelling activity. Those who pre-register will be allowed to pre-schedule their

rapelling ahead of those who do not pre-register.

Campsite Selection: Teams who pre-register will be allowed to pre-select their campsites. This

allows them to select premium sites, be close to other teams they know

(i.e. to facilitate camping as a Stake), etc.

Early Check-In: Pre-Registered teams will be allowed to check-in at 8:00am on Thursday

March 15th. This allows those teams to setup camp and be ready to

participate in activities when they open at 1:00pm. Teams that are not preregistered will not be allowed to check-in until the standard check-in time (). These teams will have less time for events due to their hike in and

camp setup.

Obtaining a Copy of This Syllabus

In order to reduce printing costs, the syllabus (this document) will be made available in electronic form only this year. You can download your copy from http://www.mesavarsity.org/rendezvous Feel free to print as many copies as your team requires. Note: Team Captains should have a full copy, any other copies are optional.

Leadership Requirements

Two-Deep Leadership - Two registered adult leaders, or one adult 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 their teams 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 their duties and run the Team. The Rendezvous staff will be available to answer questions at any time for Team Captains but they may not be so readily available for questions from adult leaders.

Paperwork Requirements

Registration

Pre-registration should be done at or before the February 1st Huddle. Many advantages exist for those who register early (see pre-registration advantages).

Fees

Fees are \$15 per youth participant if paid on or before March 4th Huddle. \$15 per youth participant thereafter. There is no charge for adult leaders.

Tour Permits

A tour permit is required as with all activities within the scouting program. A Tour Permit <u>must</u> be presented when the Team captain registers at headquarters during check-in. Teams without a signed tour permit will be turned away from the rendezvous! Remember, tour permits must be signed at the council headquarters. This process takes a minimum of two weeks if you mail it. You may want to fax it - 955-0570. Please take an opportunity prior to the rendezvous to carefully read the tour permit as a team and be prepared to observe all of the policies listed.

Medical Consent Forms

This is a **High Adventure** activity and Coaches are required to have "evidence of fitness assured by a complete health history from physician, parent, or legal guardian" (**Guide to Safe Scouting**). Use the Personal Health and Medical Record Class 2 form in the "Supplemental Forms" section at the end of this booklet. The Team Captain should present a completed form for each youth and adult participant at the time of check-in. Once check-in has been completed the forms should remain in the possession of the Coach at all times. Adult leaders who wish to participate in outpost events or the Colter run must complete a Class 3 medical form and have that available for inspection at check-in.

Parental Consent Forms

Each participating youth must have a completed Parental Consent form. These forms along with the others required, must be presented at check-in time.

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. The key to making this one of the greatest activities possible for your team is to plan ahead and start now to be ready. Here are some of the ways that teams can prepare ahead of time:

• **Team Leader Training** – This will allow you Team Captain and other team leaders to be ready to take the full responsibility of leadership during the rendezvous. This is key to your teams 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.
- Make Regalia Work as a team to make shirts, pants, boots, canteens, possible bags, medicine pouches, powder horns, knives, sheaths, scabbers, 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.
- 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 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 which demonstrate "Live the Oath, Obey the Law" (LTO) 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. Make sure each vehicle is listed on your approved Tour Permit.

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 "Supplemental Forms" section at the end of this 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. A sample personal and a team checklist is provided in the "Supplemental Forms" section. Since items will be packed in you may want to have a team meeting on what to bring and how to pack it.

Compass and GPS Units

We strongly encourage teams to bring compasses and GPS's 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 satelites 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 policy and common sense. This should not occur on any scout outing and
 the HQ staff may become particularly cantankerous if it occurs on this outing and may require
 you to leave the rendezvous.
- Scouts and leaders are expected to wear the uniform properly. This means that the shirt is buttoned up and tucked in. Points may be deducted from scores for scouts "out of uniform".
- A three X 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.
- After lights out time designated on the schedule of events, all teams should be in and remain in
 their 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 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!
- Buildings other than the bathrooms and buildings involved in rendezvous activities are off limits to rendezvous participants. These buildings will be marked as off limits, but even if they are not, do not enter the structure. 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. It will not be tolerated.
- Possession or lighting of illegal fireworks will result in immediate confiscation and notification of authorities.
- Peacocks are pets of Ev Griffen, the camp ranger, and are considered part of the camp property.
 Any teasing, chasing or otherwise harassing them is strictly prohibited. Anyone caught doing any of the above may be subject to teasing, being chased, or being otherwise harassed to the point of insanity.

Parking

Parking will be provided at the Spring Creek gravel pits 1 mile before the entrance to R-C. Signs will be posted on the highway indicating where to turn for the parking area. You will be allowed to bring <u>one</u> equipment vehicle into R-C for unloading. After unloading this vehicle must be driven back and parked at the Spring Creek gravel pits with the other vehicles.

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, to the

entrance of Spring Creek and then on to R - C (See Map in the "Supplemental Forms" section). From Kohl's Ranch it is a distance of approximately 3 miles to the turnoff to Spring Creek and then one additional mile to R-C. *All vehicles should first go to Spring Creek* where they will be parked. At Spring Creek you will be provided with a dashboard sign for one equipment vehicle which can then proceed to R-C for unloading. The turn-off comes up quickly so pay attention. If you get to Christopher Creek Campground or Christopher Creek itself, you missed it! Turn around and head back.

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 teams should plan on hiking in. Varsity scouts with special physical needs can be brought as passengers in the single team gear vehicle allotted to each team. No more than this one vehicle will be allowed into R-C. Once teams arrive at camp they should go to headquarters in the center of camp where the Team Captain can check-in and find out where their campsite is.

Camp Site Assignments

Once equipment vehicles (one per team limit) arrives at R-C, they will be directed to a camping spot. Pre-registered teams may already have an assigned site (see pre-registration advantages). They can then begin unloading gear. Once everything is unloaded the vehicle should be removed from the camping area and parked in the Spring Creek gravel pits with all other vehicles. Information regarding the team's camp site will be communicated to headquarters so that the team can be sent directly to the campsite upon arrival.

Vehicles in Camp

One vehicle per team will be permitted into the rendezvous site on Thursday until 1:00 p.m.. A special vehicle sign will be provided for each team *at the Spring Creek parking area* which must be visible on the dash for admittance into R-C. All vehicles and trailers must be out of R-C and in the Spring Creek parking area by 1:00pm on Thursday and will not be allowed back into the rendezvous site until after the Colter Run on Saturday. Exceptions to this rule will be made only after permission has been granted by the Booshway. *No vehicles, gear trailers, cook trailers or camping trailers will be allowed to remain in camp during the rendezvous.*

Check-In

Check-In/Registration at the Rendezvous will begin at 12:00 pm on Thursday the 15th and continue until 3:00 p.m. Pre-registered teams will be allowed to check-in at 8:00am (see pre-registration advantages). Promptness is expected. Please make every effort to not be late to the rendezvous. Late check-ins interrupt the staff and events at the rendezvous. It is to your advantage to be at the rendezvous site early since campsites will be first come, first served. The rendezvous site is be about 2.5 hours travel time away. Please have the registration forms filled out and be ready to show all required documents (i.e. Tour Permits, Health Forms, etc.) at check-in time. This should be done by the Team Captain with the Coach standing by to show documents which should stay in his possession.

Uniforms

As usual, emphasis of uniforms is a key part of the success of any Team and encourage all Varsity Scouts and their Leaders to have a "class A uniform" All scouts and leaders should **arrive in uniform and plan on wearing them for appropriate activities**. Appropriate activities include all general assemblies (i.e. campfire, retreat, flag raising. etc.). Each unit should have a "class B uniform" which is defined as a scout T-shirt from BSA or of your own design, or from summer camp etc. Rendezvous "class A uniforms" also includes 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 weeks prior to the rendezvous. Patterns are available in the "Frontiersman" Varsity activity book and in the "resources" section of this booklet.

There will be a uniform (regalia) inspection station setup in the Hiverano (headquarters) area. Each team is encouraged to present themselves there 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.

Meals

No meals will be provided as part of the rendezvous. All meals should be prepared and eaten with your team as a team activity. This effort should also extend to the purchase of food items and to meal cleanup. Teamwork will play an important part for this rendezvous.

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 of some kind. Please NO bonfires! Ashes from your campfire will have to be hauled out by you or placed in a designated receptacle at R - C (you will be asked to stick your hand in the ashes before placing them in the receptacle). You may want to bring a stove or charcoal for cooking. **Do Not** count on finding firewood at the campsite.

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 5 gallon bucket (to keep filled with water) for fire safety. Again, you must bring something 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. These are the only places that a fire is allowed.

Garbage

All garbage must be hauled out of your campsite to the dumpsters provided at R - C. 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.

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.

The Unofficial Varsity Scout Reference for Rendezvous!

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 on Friday. **Do not lose the card, only one will be issued!.**

Trading Post

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 outpost will be setup and manned in the headquarters area. 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. Teams will be provided with Rendezvous event patches upon completion of their service.

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 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 loose you position. While other teams are involved in the run, your team should use this time to clean up and pack for the trip back home. Vehicles will not be allowed in to the rendezvous site until the finish of 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 small scoop of their entrees to headquarters for judging. Awards will be given for this competition at Saturday's awards ceremony in three categories: main dishes, side dishes and desserts. Participants may compete in any one, two or all three of these areas. 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.

Cracker Barrels

There will be a cracker barrel session at headquarters for all Team Captains 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 as important updates, changes and information will be relayed to

them. It is then their responsibility to communicate this information to their teams. 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. The uniform inspection sheet should be completed by each Squad/Team and turned in to the Booshway or Segundo before the flag ceremony on Friday morning. There is 50 points awarded to all on-time Teams for the flag ceremony on Thursday morning. *On-time will be judged by those teams who are present prior to the start of the flag ceremony.*

Campfire Programs

Thursday Evening

This should be done with your own Team, with the Team Captain in charge. Plan these campfires and be prepared. District Staff will accept invitations and may randomly join with the Teams. Coaches this campfire should include a "Coaches Corner". Several teams may want to plan and conduct a campfire together. This is a great opportunity for Stakes to have their own campfires. Pre-registered teams can select campsites together to facilitate this (see pre-registration advantages). The first few pre-registered teams may also receive special invitations to attend the Booshway's vesper trail at a scheduled time on Thursday evening.

Friday Evening

A rendezvous campfire is planned for FRIDAY NIGHT. All Teams must 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. Please make it known to your scouts that should they become unruly, they will be asked, and expected to leave the campfire area.

Live the Oath – Obey the Law

The LTO program which was the theme for our 1998 Klondike Rendezvous will be carried forward to this rendezvous as well. 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 go 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 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, Hair of the Bear, and Live the Oath

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.

Awards will be presented immediately after the Colter Run completes on Saturday.

Cleanup and Departure

Campsite Clean-up

Each unit will completely police their camping area before leaving. **THEN HQ staff will inspect the campsite and check you out before you leave**. 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, much of the clean up can be done while the run is in progress.

Check-Out

Each team should send two runners to headquarters when the team is ready for campsite inspection and check-out. From there someone will be dispatched to inspect your camp. 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 allowed into camp to pick up your team gear. All equipment to be loaded in the vehicle should be stacked and prepared prior to the vehicle coming in to pick it up. Once the Colter Run has completed there will be time allowed to load your gear.

Hike-Out

All teams will hike back out to the Spring Creek 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.

Supplemental Forms

Pre-Registration Sign-Up Form

By filling out this registration, you are showing your intention to attend the Mesa District 1999 Mogollon Rendezvous on March 15th to 17th. Those who register on or before February 1st, 2001 will be entitled to the early registration advantages described in this booklet. <u>It is therefore to your teams benefit to register as early as possible!</u> Once completed this registration form can be sent to: Dave Gardner, 1351 E. Enrose Circle, Mesa, AZ 85203. You can also register online at www.mesavarsity.com.

I eam #:		
Sponsoring Organization (Ward):		
Stake:		
Team Coach's Name:		
Address:		
Phone(s):		
E-mail Address:		
Team Captain Name:		
Address:		
Phone:		
E-mail Address:		
Number planning on attending: Youth (\$15/ea):	Adults(\$5/ea):	
Total Amount Enclosed: \$		
Number of Squads:		

Rendezvous Outposts and Events

Note this is a preliminary list and is subject to change at the time of the rendezvous. If changes are required an updated list will be furnished to your team at check-in time.

Anasazi Outpost

Arrowmaking Flint Knapping Beadwork

Doubleball Making Doubleball Game Survival Skills Atl Latl

Primitive Music

Timber Cruisers Outpost

Two Man Bucksaw

Logrolling Rope Climb Chip Throw Log Hoist

Pleasant Valley Wranglers

Roping
Branding
Blacksmithing
Gold Panning
Cowhide Drag
Ropemaking
Bucking Barrels

Survival Outpost

Cooking Shelters Trapping Tracking Tanning

Team Building Outpost

Crossing the Marsh Radioactive Container

Marksman Outpost

Archery
Blow Guns
BB Guns
Black Powder
Small Game Range
Knife Throwing
Hawk Throwing

Mountaineering Outpost

C.O.P.E./Rapelling Quick Camp Log Chop Zip line Woodcarving

Specialty Outpost

Order of the Arrow Mormon Battalion

Tonto Buckskinners Outpost

Bullet Casting Flint & Steel Bow Drill

Medicine Pouch Making

Pioneer Games

Hiveranno Outpost

Headquarters Staff Mess Service Lodge Lost & Found Trading Post Radio

Snacks

Compass & GPS Course

Puzzles

Regalia Inspection

Medical

Rendezvous Schedule

Thursday March 15 th , 2001	
8:00am	Early Check-in (Pre-Registered Only)
10:00am – 1:00pm	Hike-In, Check-In, Camp Setup, Lunch
12:00pm	Outpost Activities Start
4:00pm	Outpost Activites End
4:30pm	Dinner
7:00pm	Team Campfire Programs
8:30pm	Rendezvous Staff Meeting
9:30pm	Crackerbarrel for Team Captains
10:30pm	Lights Out
Friday March 16 th , 2001	
6:00am.	Reveille, Breakfast
7:30am	All Team Flag Ceremony
8:00am	Outpost Activites Begin
5:00pm	Outpost Activites End
5:30pm	Dinner
6:00pm	Passport Cards due @ HQ!
6:00pm – 7:00pm	Dutch Oven Cookoff Competition @ HQ
7:00pm	
8:30pm	All Team Campfire
9:30pm (or after campfire)	Crackerbarrel for Team Captains
10:30pm	Lights Out
Saturday March 17 th , 2001	
6:00am	,
7:30am	
8:30am	<u> </u>
	- '
12:00 noon	
12:30pm	Lunch, Hike-out, Return Home

Note: This schedule is based on absolute rigid flexibility, the Booshway reserves the right to make changes as necessary and as needed. Advance notification of any changes will be provided, where possible, to the team captains at check-in, or at the crackerbarrel sessions.

Campsite Inspection Sheet

This sheet should be reviewed by the Team Captain and Squad Leaders each day before leaving camp for activities. This will be the guidelines used by the Rendezvous staff as they inspect campsites and award points based on their findings. Camp inspections may occur at any time so be prepared!

Team Number:	
C IN	
Squad Name:	

Inspection Item	Maximum Possible	Score
Inspection Item	1 OSSIDIC	Score
Tents Organized by Squad and as a Team	10	
Campsite Free of Litter and Trash	10	
Fire Extinguished	10	
Food Items Put Away	10	
All personal Gear Stowed	10	
Squad/Team Gear Stowed	10	
Sleeping Bags Hanging to Air Out	10	
Squad/Team Identification Flag or Totem Visible	10	
Campsite Roped Off	10	
Fire Buckets Filled and Placed	10	
Total	100	

Inspection Sheet for Class A Uniforms

Team Number: _		
Squad Name:		

Name	Genera	Shirt	Pants	Belt	Insigni	Neck	Total
Name	l 30 pts	30 pts	30 pts	20 pts	a 30 pts	10 pts	150
	30 pts				30 pts		pts
Total Points							

Average romis

Scoring Notes:

General – General appearance. 6 points each awarded for:

Good Posture

Clean Face and Hands

Hair Combed

Neatly Dressed

Clean Fingernails

Shirt – Must be official B.S.A. shirt with correct color epaulets. 10 points off for no epaulets.

Pants – Official B.S.A. long or short. Shorts must be accompanied by official B.S.A. socks.

Belt – Must be an official B.S.A. belt or a commando belt.

Insignia – Correct placement and type. 10 points each for pocket and sleeves. If squad or patrol patches are used then all members of the patrol must have the same.

Neck – Must be the same for all squad or patrol members.

Inspection Sheet for Mountain Man Regalia

Team Number: Squad Name:							
Name	Genera I 30 pts	Shirt 30 pts	Hats 30 pts	Med. Pouc h 30 pts	Poss. Bag 20 pts	Shoes 10 pts	Total 150 pts

Total Points

Average Points

Scoring Notes:

General – General appearance. 6 points each awarded for:

Good Posture

Clean Face and Hands

Hair Combed

Neatly Dressed

Clean Fingernails

Shirt – Mountain man drop sleeve type. If an entire squad chooses, capotes can be scored as shirts, however, their cannot be a mixture of both.

Hat – Mountain man style hat. No baseball caps.

Medicine Pouch – Can be different for each team member.

Possibles Bag – Mountain man type. No backpacks or fanny packs.

Shoes – Moccasins or leggins. No tennis shoes, hiking or cowboy boots, or sandals.

Motor Vehicle Checklist

This form should be completed for each vehicle used to transport scouts of equipment to the rendezvous.

Driver's Name:	
Address:	
City, State, Zip:	
Drivers License No:	Expiration:
Insurance Company:	
Vehicle Make:	Year:
Color:	Lic. Plate No:
Required Checks	Additional Safety Checks
Number of Working Seat Belts:	□ Emergency Flares
Tired Tread	□ Fire Extinguisher
Spare Tire	□ Flashlight
□ Brakes	□ Tow Chain or Rope
Windshield Wipers	□ First Aid Kit
☐ Headlights	□ Tool Kit
Tail Lights & Turn Signals	□ Blanket
Rear View Mirrors	
Exhaust System	
oil oil	
Radiator Fluids	
□ Brake Fluid	٥
Belts & Hoses	

Rendezvous Check-In Sheet

Sponsoring Organization		
or Ward:		
Stake:		
Team Unit Number:		
Team Coach:		
Team Captain:		
	ad leader and their respective team members. The dabove, should represent your entire team. If you cate this form for the additional squads.	
Squad Name:	Squad Name:	
Leader:	Leader:	
		1
		+

This form must be turned in at Headquarters during check-in.

Personal Health and Medical Record Class 2 Form

To be filled out by Parent or Gaurdian. Please print in ink. **Identification** Name: _____ Date of Birth: ____ Age: __ Sex: __ Name of Parent or Guardian: _____ Telephone: ____ Home Address: City: State: Zip: Business Address: _____ City: ____ State: ___ Zip: ____ If person named above is not available in the event of an emergency, notify: Name: _____ Relationship: _____ Telephone: _____ Name: _____ Relationship: ____ Telephone: _____ Name of Personal Physician: _____ Telephone: ____ Personal health/Accident Carrier: Policy No: **Health History** Check all items that apply, past, or present, to your health history. Explain "Yes" answers. Allergies: Food, medicines, insects, plants □Yes □No Explain: General Info: Yes No Yes No Yes No Asthma Leukemia High Blood Cancer Diabetes Pressure Convulsions Heart Trouble Kidney Seizures Hemophilia Disease Explain: List any medications to be taken at camp: List any physical or behavioral conditions that may affect or limit full participation in swimming, backpacking, hiking long distances, or playing strenuous physical games: List equipment needed such as wheelchair, braces, glasses, contact lenses, etc: **Immunizations:** (give date of last inoculation) Tetanus toxoid Measles Polio Diptheria Mumps Pertussis Rubella

Personal Health and Medical Record Class 2 Form Page 2

The section below is to be completed by a licensed medical practitioner. The person evaluated will be attending a multi-day camp that may include sleeping on the ground and participating in strenuous activities such as hiking, boating, and vigorous group games. Please review the health history with the participant for any interim changes. *Explain any "abnormal" evaluations*.

Name:					Age:			
Height:		W	eight:		_ BP	/ Pu	ılse:	
Lab: Urinalysis	s (dips	stick) _		Albur	nin:	Sugar:		
Vision: Norma	մ։		Glass	ses:		Contact	ts:	
Hearing: Norm	nal:		Abno	ormal:		Explain	:	
Check Box: Growth/Devl Skin HEENT Explain:		Abn	Teeth Cardio Pulm. Hernia	N 	Abn	Genitalia Musculoskeletal Neurobehavioral	N 	Abn
<u>Limitations:</u>								
Activity Restri	ctions	3:						
Diet Restrictio	ns:							
Signature:				_ M.D)./D.O./[D.C./P.A./R.N.P. D	ate:	
						P	none:	
City, State, Zip):							

Parental Consent and Medical Authorization Forms

CONSENT AND MEDICAL AUTHORIZATION

I hereby give consent for my child	
Participants Name to participate in the Mesa District B.S.A. Mogollon Rendezvous	
I hereby appoint any adult leaders, and each of them individually, in case of emergency, purpose of signing for or consenting to any medical, dental, or surgical treatment, includin needed by my said child during the course of the trip and activities.	
Dated this day of,	
Signature of Parent or Legal Gua	ardian
CONSENT AND MEDICAL AUTHORIZATIO	
I hereby give consent for my child	
Participants Name to participate in the Mesa District B.S.A. Mogollon Rendezvous	
I hereby appoint any adult leaders, and each of them individually, in case of emergency, purpose of signing for or consenting to any medical, dental, or surgical treatment, includin needed by my said child during the course of the trip and activities.	
Dated this day of,	
Signature of Parent or Legal Gua	ardian

Personal Checklist

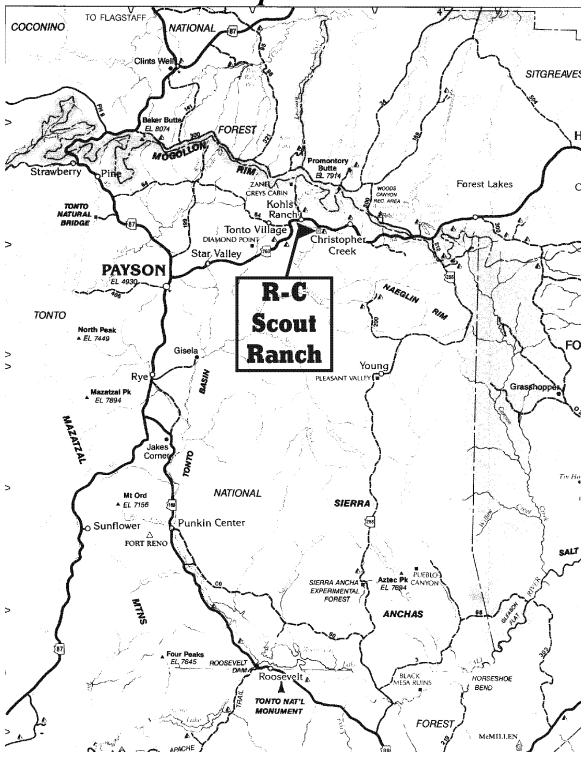
- Medical Form
- Consent Form
- □ Rope
- □ Sleeping Bag
- □ Tent
- □ Backpack
- Canteen
- □ Snack Items
- □ Regalia Items
- □ Uniform
- Pocket Knife
- □ First Aid Kit
- □ Extra Clothing

- Flashlight
- Sun Protection
- Compass
- Poncho
- □ Ground Cloth
- Eating Utensils
- Mess Kit
- □ Soap
- Toothbrush
- Washcloth
- □ Towel
- Camera & Film
- Scriptures

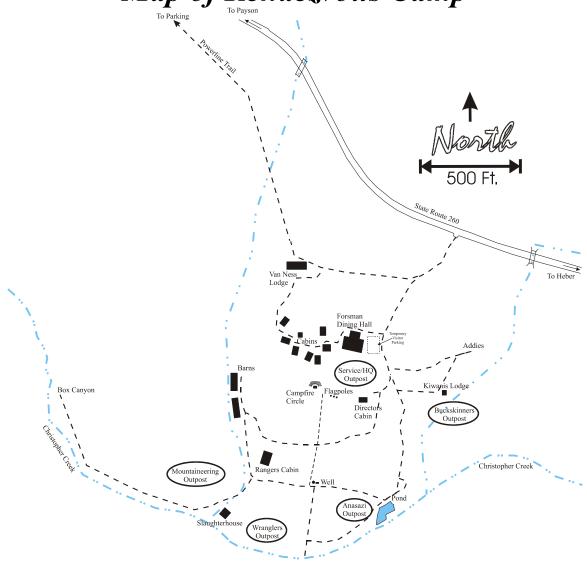
Team Checklist

- □ Tour Permit
- □ Medical Forms (Class 2 & 3)
- Parental Consent Forms
- □ Rendezvous Check-in Sheet
- Vehicle Checklist for Each Vehicle
- □ Uniform Inspection Sheets (Class A or B) for Each Squad
- □ Team/Squad Flags
- □ Fire Buckets
- □ Rope for Roping off Campsite
- □ Trash Bags
- □ Fire Barrel
- Chuckbox and Cooking Gear
- □ Team Food Items
- □ Firewood
- □ Торо Мар

Map to R-C



Map of Rendezvous Camp



What's on the Enclosed CD?

The enclosed CD contains a bunch of miscellaneous "stuff" related to our rendezvous. It includes the following:

- A copy of our syllabus in Microsoft Word format
- Tons of pictures from several of our rendezvous (can be used for promoting you own event)
- Misc. other files that might help you in organizing your event