

About This PowWow Information Packet

This packet has been prepared in order to make sure your outpost is ready for Pow Wow. All of the requirements have a purpose and a reason. Please be sure to read this packet carefully in its entirety because some things change from year to year. If you have any questions, please feel free to give any of the staff a call. Pow Wows are fun! These few guidelines will help you to have the right kind of fun. These rules will also help us make the camp safe and protect the campground.

Application Requirements

Royal Ranger Boys:

- Must be at least a **Discovery Ranger** (they must have completed 3rd grade) to attend Pow Wow. Preferably, he should have been involved in Royal Rangers 6 months prior to Pow Wow.
- **Ranger Kids may attend Pow Wow ONLY if their Father or Legal Guardian attends with him.**
- Must complete the Individual Application/Medical Record and Hold Harmless Agreement Form signed by their parent or guardian

Leaders:

- Must be 18 years old by June 1, 2019. Must be approved by his Pastor. Should be qualified, experienced and actively involved in his outpost.
- Must complete the Individual Application/Medical Record and Hold Harmless Agreement.
- Should have an Application for Children/Youth Worker form or similar form on file at his local church.

Outpost Registration:

Outposts are responsible for registering each person from their outpost/church. The leader in-charge must submit an Individual Application/Medical Record for both leaders and boys. Each outpost/church attending Pow Wow must register at the registration desk in the Ratliff Lodge upon arrival to Pow Wow. If T-shirts were ordered on the Pre-registration Form, you will receive them when you register at camp. Also fill out and turn in the Outpost Registration Form upon arrival at camp (even if you pre-registered). This will allow the staff to direct you to your campsite with no delay.

Day Guest:

Day guest are boys and leaders who come to Pow Wow for the day and participate in the activities of the camp. This does not include guest who come for the Council Fire Services (see policy below). Day guest should also register at the registration desk at the Ratliff Lodge upon their arrival to the campground. Each day guest must also submit an Individual Application-Medical Record and a Hold Harmless Agreement form. The fee for day guest is **\$5.00 per person per day** (does not include commemorative patch).

The Medical Record section on the Individual Application must be filled out for each person (including leaders). We recommend each Outpost keep a copy of this form in a safe place in your camp for use should an emergency occurs.

Registration Fees:

Pre-Registration:

- The **deadline** for Pre-Registration is **Monday, May 20, 2019.**
- Pre-Registration fee is **\$40.00 (\$34.00 for Chartered outpost)** per person (see Pre-Registration Form **(The registration fee includes 1 Ranger Derby Car)** Additional cars will be \$8.00 (chartered Outpost) \$10.00 (unchartered Outpost). Cars will be registered at time of Pow Wow registering.

At the Gate:

- After May 20, 2019 and at the gate the fee is **\$45.00 (\$38.25 for Chartered outpost)** per person. **(This includes 1 Ranger Derby Car)** Additional cars will be \$8.00 (chartered Outpost) \$10.00 (unchartered Outpost)

Registration Fee Covers:

- Pow Wow commemorative patches for everyone attending
- Offering for our guest speaker
- Trophies and special awards
- Supplemental Insurance for each person
- Other Pow Wow expenses
- Campground fees
- Supper Friday and Saturday night for everyone

Refund Policy:

If an outpost desires not to attend Pow Wow after they have pre-registered, a portion of their pre-registration fee will be refunded. This is due to the fact that we use the pre-registration fees to purchase patches and cover other pre-Pow Wow expenses.

Early Arrivals:

If you plan to arrive early to Pow Wow, please check in with the Pow Wow staff for guidelines. There may be restrictions on traffic and other activities due to the fact that other camps may be going on.

Emergency Phone:

The camp phone is for Emergency Use and campground business only. The phone number is (601) 878-5712.

Commemorative Pow Wow T-shirts:

Commemorative PowWow T-shirts are available prior to the camp only through pre-registration. A few T-shirts may be on sell at Pow Wow. However, order forms will be on hand for you to place an order for T-shirts that will be shipped to you after Pow Wow.

Security:

Security/Safety Officers will be present before, during and after Pow Wow to help insure the safety of all campers, to give directions, monitor traffic, keep an eye on the camp and watch for unsafe practices. Please give them the highest respect. They are there to help us remember the Ranger Code.

Camp Dress:

Short pants are discouraged due to the potential for briars, poison ivy and insects-except, of course, while swimming. Royal Ranger T-shirts, blue jeans and tennis shoes are a good combination for camp dress. If possible, Utility uniform or your Outpost's Uniform should be worn during the Sunday morning inspection, worship services and awards ceremony. Those who do not have uniforms should dress as neat as possible and/or wear the Class C uniform during these activities.

Insects:

Precautions need to be taken to avoid ticks and chiggers ("red bugs"). The use of insect repellent and avoiding high weeds and wooded areas will help prevent infestation. Every camper should take precaution to avoid infestation. In the event a person becomes infested by ticks or chiggers, he should immediately go to the first aid station for treatment. Many report that aloe vera lotion is good to keep the chiggers away. Don't spray insect repellent next to your tent or food. It will ruin both your tent and food!

Snakes and Wildlife:

Do not confront or touch snakes and animals. We are visitors to their environmental home. If a snake or animal bites a person, he should report immediately to the first aid station.

Injuries:

The outpost leaders should treat simple cuts and scrapes. Outpost leaders should determine if the injuries are serious enough to be taken to the first aid station. At the first aid station, the medical staff will take appropriate action. An adult leader must accompany sick or injured boys from his outpost.

Campsites:

Campsites will be awarded on a first come first serve basis with pre-registered outposts receiving priority. Please notify the registrar if you plan to leave before the conclusion so that you can be placed in an area that will not disrupt the camp when you are packing and leaving the campground.

Campground Rules

- Tobacco in any form is prohibited on the campground property.
- Profane, vulgar or otherwise objectionable language will not be tolerated and the use of such may be a cause for dismissal from the campground property.
- After you have unloaded all of your outpost equipment, please move all vehicles out of the camping area to the designated parking lot (see policy below).

Campground Rules (Continued)

- Boys should not be allowed to wander around unattended. They should be either at their scheduled activities, in their campsites or with their commander. Boys sent on details by their commander should carry their Patrol Standard.
- Shoes or sandals must be worn at all times. There are numerous stobs from the clearing around and many other sharp objects that could injure your feet.
- If you plan to arrive early at PowWow, please check in with the PowWow Staff. There could be other camps going on... please do not disturb these activities.
- **Please bring “plenty of trash bags” and have them in your campsite. When you leave, please be sure to TAKE ALL TRASH WITH YOU!**
- When you leave for home, make sure your campsite is in better shape than you found it. Take all lashing projects down, burn the string or throw them in the trash and either take your poles home with you or stack them neatly.
- Please do **NOT** cut any green trees unless approved by a member of the PowWow staff.
- Please do **NOT** rake your campsite (raking contributes to soil erosion).
- Please do **NOT** leave campfires unattended.
- Outpost should work together as one patrol. The patrol should go to and from activities together except when they are divided for special age group activities.
- Horseplay, going into other outpost’s campsite without permission and destruction of property is always forbidden.
- Follow the daily schedule and be on time.
- Please be considerate of the other outpost camping near you. We ask that each outpost be as quiet as possible at bedtime so that the boys and men can the necessary rest for the coming day’s activities. There will be a curfew **1 hour** after the conclusion of the evening Council Fire Services.
- Bring a song, a yell, a skit and a good sense of humor!
- The commander in charge should keep the Medical Information and Permission Slip in a safe, place should the information be needed quickly. Please inform the Pow Wow staff of any serious medical problems or conditions so that we will be prepared with appropriate action should the need arise.

Vehicles and Trailers:

All motorized vehicles should be unloaded immediately upon entering the camping area and moved to the designated parking areas. Only authorized vehicles (emergency, handicap, staff) shall be allowed in the camping area.

No cargo trailer shall be allowed to remain in the camp after unloading gear. Chuck-wagon type trailers (compartmentalized – similar to the one shown in the Outpost Activities Book, page 82-83) with single axle, are acceptable.

Please respect the gates when they are closed. While the gates are closed there should be no driving through the camp activity area. This will help protect everyone in this busy and congested area.

Guest (other than Day Guest):

Guests are allowed to attend the Council Fire Service but must check in at the registration office and be escorted by a registered commander. They should meet at the registration desk in the Ratliff Lodge at 7:30 p.m. in order to be escorted to the council fire area before the boys arrive.

Swimming Rules:

- Boys will not be allowed to swim without at least one of his commanders present. A leader (adult) must accompany any boys swimming so that in case of an emergency, there will be a leader who knows the boy present.
- Please, **NO CUT-OFFS JEANS**. The lint from cut-offs jeans hurts the filtration process by clogging up the sand in the filter.
- Friday swimming will be opened at the discretion of the Pow Wow staff. There will be no swimming unless a staff certified Lifeguard is on duty. Swimming prior to the official opening of Pow Wow will be done at your own risk. (Pow Wow officially begins Friday Morning). A commander must be present and following the Eight Defense Plan as outlined in the Royal Rangers Leaders Manual. The District Staff reserves the right to close the pool at any time during the camp. After Pow Wow has started, there will be no swimming except at the scheduled times (boys and leaders).
- Each boy's swimming ability should be tested **prior to** coming to Pow Wow.
- **Commanders are to provide colored wristbands at least 1" wide and should be worn while swimming.** This helps the lifeguard see each boy's level of swimming ability at a glance. These armbands are to be worn while participating in any waterfront activities.

****NO ONE will be allowed to swim if they do not have a wristband!**

This is campground policy for your protection and the MS District RR protection

- Use the following colors for swimming levels:

Green = Swimmer

Yellow = Intermediate Swimmer

Red = Non Swimmer

Women at Pow-Wow:

There will be women present at Pow-Wow. These ladies will be there to work and assist the Pow-Wow staff in a number of areas. They could be helping with registration, the concession stands, the kitchen, games, first aid, etc. The women will assemble at the lodge for their assignments. They will not be allowed in the campsites at any time, except by special invitation to attend a meal. A member of the outpost should then escort them to and from the campsite. Please be respectful and supportive as these ladies work and help us out at Pow Wow.

Concession Stand:

One of the most popular areas at Pow Wow is **Scribbler's Nibblers Concession Stand**. It will be available this year with soft drinks, candy bars and snacks to meet the refreshment needs of the boys and leaders. Ice will also be available for **\$2.00 per bag**.

Trader's Row:

The Frontiersmen's Camping Fellowship will have Trader's Row in the FCF Village. Boys and men can trade trinkets, crafts, beads, leather or anything they want to trade with the members of the Choctaw Chapter FCF.

- Only FCF members should setup trading post.
- **NO KNIVES**, please.

There may be an FCF demonstration of various mountain man skills during Traders' Row in the FCF Village.

Firearms and Knives Policy:

Firearms, including black powder firearms, **may not be sold, awarded, traded, or conveyed** by any means as personal property to anyone under the age of 21. This policy, however, will not prevent the person under 21 from being in possession of black powder firearms at a Royal Rangers activity if the individual is properly supervised.

Knives, including folding knives, **may not be sold, awarded, traded or conveyed** by any means as personal property to anyone under the age of 18 who does not have written parental consent. The possession or sale of any knife that opens by spring action or centrifugal force (i.e., switch blades, butterfly knives, etc.) is expressly prohibited at any Royal Rangers activity.

Cabin's Bathroom/Shower Facility:

The Cabin's Bathrooms are a place to knock the dirt off, not for horseplay. Please follow these simple guidelines:

- Do **NOT** leave a mess in the bathrooms. Commanders make sure your boys clean up afterwards.
- Leaders should make sure that their boys take all of their clothes, towels and washcloths with them when they are finished using the showers.
- Clothing left in the bathrooms and/or cabins will be thrown away!
- Please be courteous to other campers and don't stay an excessive length in the showers.

Cabins:

Cabins will be offered on a first come first served basis. If your outpost does not enjoy camping under the stars this may be an option to consider. There will be an extra fee of \$16.00 on the registration forms in addition to the registration fees. If this is an option that you would like to take advantage of, you should pre-register to insure that you have enough beds.

Cabin #1 will be reserved for some staff members and visiting pastors.

If your outpost is not staying in the cabins you should not be in them. Please respect the cabin campers' privacy just as if it were their campsite.

Latrines:

You can build a latrine for your outpost, for convenience to your campsite, provided it is at a safe distance from yours' and other campsites (at least 20 feet away) and other activity areas. It should be hidden by a natural or man-made screen with the path to it clearly marked (in order to find it in the dark).

Awards and Trophies:

Here's how you can boost outpost pride with a little friendly competition between outposts. The following are the trophies that will be given and how your outpost can win them:

Eager Beavers Trophy

The Eager Beavers Trophy is a "best of camp" award for the outpost that best demonstrate the spirit of Pow Wow. There are several things that will be considered when determining which outposts will be awarded this trophy:

- The outpost that demonstrates "the patrol spirit". Each outpost should operate in the patrol system with a song and a yell that should be proclaimed while going to and from the campsite to PowWow's daily activities (except council fire services).
- The patrol that is on time for scheduled events.
- Creativity of the patrol flag.
- The outpost that best depicts the PowWow theme. This can be done in costumes, campsite entranceway design or demonstrations.

The Pow Wow staff will be observing outposts as they participate in the daily activities and determine the winning outpost.

Campsite Trophies:

Campsites will be graded using the Campsite Inspection Form included in this Pow Wow packet. Trophies will be given to the top 3 campsites.

Games Trophies:

There will be a variety of competitive games during the Saturday morning activity period. A 1st, 2nd, and 3rd place trophy will be given to the outpost with the most points.

Ranger Derby Races:

The District Ranger Derby Races will be held at Pow Wow on Saturday afternoon at 2:00 p.m. in the Ratliff Lodge. Ranger Kids who are accompanied by their Father/Legal Guardian may attend Pow Wow and participate in the Derby Races. There will be a 1st, 2nd and 3rd place winner for Ranger Kids, Discovery, Adventure and Expedition Rangers. A **GRAND PRIZE** will be awarded to the Ranger with the **OVERALL** fastest car in the Mississippi District.

- Please review the Mississippi District Ranger Derby rules and regulations on the next 2 pages (3-10 and 3-11) for complete details.

Mississippi District Ranger Derby



Rules & Guidelines



These rules and guidelines are aimed at giving each boy a fair chance to win. *Let's not forget that two of the main goals of the race are to have fun and provide a project a boy and his dad or parent can work on together.*

The Ranger Derby has two sets of rules: the car building rules and the competition rules.

Car Building Rules

The Kits. The car shall be built in the race year form an official pinewood derby kit. All kits will be accepted as long as they meet the physical dimensions and specifications listed below.

Car Body. The race is for wooden cars only. Molded bodies over wooden frames are beyond most parent/son teams and are therefore unacceptable. Builders may add metal weight to increase the cars weight. Wooded fenders and other wood modifications may be added for special design effects.



Physical Dimensions. Overall dimensions must not exceed the specification for kits: 2 3/4" wide x 7" long. Width between wheels - 1 3/4". Track clearance is specified at 3/8" even though the lane strips are only 1/4". This clearance is necessary to allow the car to go from the slope portion of the track to the flat portion without dragging. Fenders must not exceed wheelbase (2 3/4"). Height of the car must not exceed 3".

Wheels. Only wheels supplied with the pinewood derby kits are acceptable. All wheels must be plastic. ***The wheels may not be altered, shaved or distorted in any way. A minimal amount of sanding is permitted to get rid of any factory blemishes only.***



Axles and Axle Supports. The official kits will provide a nail, straight axle and some provide a wood axle with screws to mount the wheels. Wheel bearings, washers, bushings, over-sized nails and screws, none wooden supports, or any other modification (at the judges discretion) are prohibited. Axles should be placed in the precut grooves.

Springs. The car shall not ride on any type of spring. The car must be freewheeling with no starting devices.

Lubrication. The wheels and axles may be lubricated with powdered graphite only. No liquid lubrication will be allowed. Lubrication will be allowed only before the registration process.

Weight. The car weight shall not exceed **5.5 oz.** No loose materials of any kind are permitted in/on the cars. The car may be hollowed out and built to maximum weight by adding additional material such as wood or metal provided it is securely attached or built into the body of the car. The weight may not be taped on.



Competition Rules



Track Type. The slot type track and the center rail type are legal tracks and can be used in competition.

Inspection. Each car must be inspected and properly registered by the official inspection committee before it may compete. The inspector will weigh, measure and assign a number to each car. Some scales have different calibration and may vary slightly from your weighing device. Cars will have to conform to the official weigh-in scales, which will be the final judgment.

The inspectors have the right to disqualify any car that does not meet the official specifications. Once cars have been registered and weighed, cars may not be touched by anyone except a track official. No other adjustments can be made to the car unless so instructed by the officials.

All changes or modifications such as lubricating wheels and axles with graphite must be done prior to registration.

Racing. Once they have been registered, they will then be placed on a table with other cars in their age group. They will compete according as outlined during the pre-race meeting.

If during a race, a car does not make it down the track to the finish line, it will get third place in that race or rerun if directed by a race official. The racing official may allow only minor repair if something breaks on the car only on the first run.

If a car jumps track, the race will be rerun once. If it happens again, the car will get an automatic third place.

The Derby Master and judges will do their best to determine the winner of each race. **All judges' decisions are final!** If the judges are unable to reach a decision, the race will be rerun.

Derby Rules Revised: August 2018

Patrol Standard Award:

This award will be given to the outpost with the most impressive patrol standard used at Pow Wow. The standard should be creative and constructed well with the Pow Wow theme incorporated into it. The outpost that wins this award will not only leave with a memento to take back to their outpost, but they will be able to display their standard in a prominent place in the Ratliff Lodge at Ranger Trails Campground. It will remain on display until the next years Pow Wow for everyone to admire and envy.

District Director's Trophy:

The District Director's Trophy is awarded each year to the outpost who has best demonstrated its ability to fully implement the total Royal Rangers program. The award period is based on activities between last year's and this year's Pow Wow. The point system is spelled out on the form also included in this packet. The Outpost Coordinator should fill out the form and should be mailed with the pre-registration packet. Outpost will not be considered for this award unless they **PRE-REGISTER**.