

# Powwow Information Packet

This packet has been prepared in order to make sure your outpost is ready for Powwow. 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. Powwows 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 Rangers Boys:

- Must be at least a **Discovery Ranger** (they must have completed 3<sup>rd</sup> grade) to attend Powwow. Preferably, he should have been involved in Royal Rangers 6 months prior to Powwow.
- **Ranger Kids may attend Powwow ONLY if his father or Male Legal Guardian attends with him.**
- Must complete both the Individual Application & Medical Record and Hold Harmless Agreement forms, signed by his parent or guardian.

### Leaders:

- Must be 18 years old by June 1, 2026, and must be approved by his Pastor. He should be qualified, experienced, and actively involved in his outpost.
- Must complete both the Individual Application & Medical Record and Hold Harmless Agreement forms.
- Should have an Application for Children/Youth Worker form or similar form on file at his local church.
- **MUST complete a background check with MS District A/G.** If your church has one on file already, submit a copy to [royalrangersms@msaog.org](mailto:royalrangersms@msaog.org)

*\* The Medical Record section on the Individual Application must be completed 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 occur.*

## Outpost Registration:

The Commander in Charge (CiC) is responsible for registering each person from their outpost/church. The CiC must submit an Individual Application & Medical Record and Hold Harmless Agreement forms for all leaders and boys. Each outpost/church attending Powwow must register at the registration desk in the cafeteria upon arrival at Powwow. If T-shirts were ordered with pre-registration, you will receive them when you register at camp. Also, turn in the Outpost Registration Form upon arrival at camp. This will allow the staff to direct you to your campsite with no delay.

## Day Guests:

Day guests are boys or adults who come to Powwow for the day and participate in the activities of the camp. This does not apply to guests attending the Council Fire Services only (see Guest Attending Council Fire Service Only policy below). Day guests must register at the registration desk at the cafeteria upon their arrival at the campground. Each day guests must also submit both an Individual Application & Medical Record and Hold Harmless Agreement forms. **Each day guest adult must submit a copy of, or complete a background check with MS District A/G before arriving to camp.** The fee for day guests is **\$10.00 per person, per day.** (does not include commemorative patch, t-shirt, meals, etc.)

# Registration Fees:

## Registration:

- **Registration must be completed by Wednesday, May 27, 2026**
- Registration fee for Chartered Outpost is **\$68.00** per person (see Registration Forms) **(The registration fee includes 1 Ranger Derby Car entry)** Additional car entries will be \$10.00 each. Cars will be registered at the registration desk in the cafetorium upon arrival at Powwow.
- Registration fee for Non-Chartered Outpost is **\$75.00** per person (see Registration Forms) **(The registration fee includes 1 Ranger Derby Car entry)** Additional car entries will be \$10.00 each. Cars will be registered at the registration desk in the cafetorium upon arrival at Powwow.

**\* There will be no late entry registration at the gate. Everyone, including Day Guest, MUST pre-register.**

**\* For information on Chartering**, please go to [royalrangers.com/charter](http://royalrangers.com/charter). We strongly recommend and encourage you to support EveryBoy Initiative (EBI) in lieu of Chartering. More information about EBI can be found here: [royalrangers.com/everyboy](http://royalrangers.com/everyboy). If you do support EBI monthly, make sure to contact the Royal Rangers National Office to ensure your Outpost receives the Chartered designation in order to receive the benefits of Chartering. Chartering must be done before October 31<sup>st</sup> each year for the upcoming year.

## Registration Fee Covers:

- Powwow commemorative patch
- Offering for our guest speaker(s)
- Friday evening dinner
- One Ranger Derby Car entry
- Trophies and other special awards
- Supplemental Insurance for each person
- Campground fees
- Other Powwow expenses

**\* *Powwow T-shirts, Meal Plans, and Cabin bed rentals are not part of Registration. These are added costs.***

## Refund Policy:

If an outpost desires not to attend Powwow after they have pre-registered, a portion of their 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-Powwow expenses.

## Early Arrivals:

If you plan to arrive early to Powwow, please check in with the Powwow 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:

There is no telephone service nor emergency phone service at the camp due to individuals having their own cell phones.

## Commemorative Powwow T-shirts:

Commemorative Powwow T-shirts are available prior to Powwow **only through pre-registration**. There will be only a few extra T-shirts ordered to sell at Powwow.

## Security & Safety:

Security & Safety Officers will be present before, during and after Powwow to help ensure the safety of all campers, to give directions, monitor traffic & weather conditions, 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 Rangers T-shirts, blue jeans, and tennis shoes are a good combination for camp dress. Utility or Dress 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 precautions 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 be First Aid certified and should treat simple cuts and scrapes with their own First Aid Kits. Outpost leaders should determine if the injury(ies) is/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 and have his medical form readily available if needed.

## Campsites:

Campsites will be awarded on a first-come, first-serve basis. 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 (this includes vapes, e-cigs, etc.).
- 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/gear, please move all vehicles out of the camping area to a designated parking lot (see Vehicles and Trailers policy below).
- Boys should not be allowed to wander around unattended. They should be either at their scheduled activities, at their campsites, or with their commander. Boys sent on details by their commander should carry their Patrol Standard.

## Campground Rules (Continued)

- 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.
- **Make sure to bring “plenty of trash bags” and have them in your campsite. When you leave, you MUST TAKE ALL YOUR 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.
- **DO NOT** cut any green trees unless approved by a member of the Powwow staff.
- **DO NOT** rake your campsite (raking contributes to soil erosion).
- **DO NOT** leave campfires unattended at any time before, during, or after Powwow.
- 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 another outpost’s campsite without permission, and destruction of property is always forbidden.
- Follow the daily schedule and be on time.
- Please be considerate of other outposts camping near you. We ask that each outpost be as quiet as possible at bedtime so that the boys and men can get 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 CiC should keep the Medical Information and Permission Slips for each person in a safe, place should the information be needed quickly. Please inform the Powwow 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 one of 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. Chuckwagon 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 Attending Council Fire Service Only: (Not 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 cafetorium 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 boy swimming so that in case of an emergency, there will be a leader who knows the boy present.
  - **NO CUTOFF JEANS allowed in the pool.** The lint from cutoff jeans hurts the filtration process by clogging up the sand in the filter.
  - Friday swimming will be opened at the discretion of the Powwow staff. There will be no swimming unless a staff certified Lifeguard is on duty. Swimming prior to the official opening of Powwow will be done at your own risk. (Powwow 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 Powwow 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 Powwow.
  - **The camp will PROVIDE colored wristbands and must 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 and **MUST** be returned when that activity is completed..
- \* NO ONE will be allowed to swim if they do not have a wristband!**
- Use the following colors for swimming levels:

**Green = Swimmer**  
**Yellow = Intermediate Swimmer**  
**Red = Non-Swimmer**

## Women at Powwow:

There will be women present at Powwow. These ladies will be there to work and assist the Powwow staff in a number of areas. They could be helping with registration, in the concession stand, in the kitchen, games, in the First Aid Station, etc. The women will assemble at the cafetorium 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 Powwow.

## Concession Stand:

One of the most popular things at Powwow is **Fuzzy Bear's Snack Shack** (the Powwow Concession Stand). It will be available with soft drinks, candy bars, and snacks to meet the refreshment needs of the boys and leaders. (Cash only transactions)

## Trader's Row:

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

- **ONLY** FCF members, in outfit, are allowed to setup trading post (see Firearms and Knives policy below)

Revised: 28 April 2026

## Firearms and Knives:

- 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 an under 21 FCF member, in outfit, from being in possession of black powder firearms at a Royal Rangers activity if the individual is properly trained and 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.

## 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 **\$50.00** per person on the registration forms in addition to the registration fees. Be sure to register for a meal plan for each person staying in the cabins.

***Cooking is not allowed in the cabins!***

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

## Cabin's Bathroom & Shower Facilities:

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.

\* The bathroom and shower facilities in the cabins are reserved only for use by campers who are staying in the cabins.

## 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 awarded 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 Powwow. 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 outpost that is on time for scheduled events.
- The outpost with a creative patrol flag.
- The outpost that best depicts the Powwow theme. This can be done in costumes, campsite entranceway design, or demonstrations.

The Powwow 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, available on RangerTrails.com. Trophies will be awarded to the top 3 campsites.

## Games Trophies:

There will be a variety of competitive games during the Saturday morning activity periods. A 1<sup>st</sup>, 2<sup>nd</sup>, and 3<sup>rd</sup> place trophy will be awarded to the outpost with the most points.

## Patrol Standard Award:

This award will be given to the outpost with the most impressive patrol standard used at Powwow. The standard should be creative and constructed well with the Powwow theme incorporated into it.

## 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 Powwow and this year’s Powwow. The point system is spelled out on the District Director’s Trophy form, available on RangerTrails.com. The Outpost Coordinator should fill out the form and should be mailed with the pre-registration packet or turned in at the registration desk in the cafetorium upon arrival at Powwow.

## Ranger Derby Races:

The Mississippi District Ranger Derby Races will be held at Powwow on Saturday afternoon at 2:00 p.m. in the cafetorium. Ranger Kids who are accompanied by their father or Legal Guardian may attend Powwow as Day Guests and participate in the Derby Races. There will be a 1<sup>st</sup>, 2<sup>nd</sup>, and 3<sup>rd</sup> place winner for Ranger Kids, Discovery Rangers, Adventure Rangers, Expedition Rangers, and Commanders. A **GRAND PRIZE** will be awarded to the Ranger boy with the **OVERALL** fastest car in the Mississippi District.

- Please review the Mississippi District Ranger Derby Rules & Guidelines

# 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, uncle, grandpa, or guardian 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 from an official pinewood derby or Lego 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 or official Lego 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.



*\* Pro tip: If you build a Lego car, glue the pieces together so the car does not come apart during the race. If you are present during the race and your wooden or Lego car malfunctions on the first run, the racing official may allow only minor repair to the car.*

**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, or some provide a wood axle with screws to mount the wheels. Wheel bearings, washers, bushings, over-sized nails and screws, nonwooden supports, or any other modification (at the judge's 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 competitions.

**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 category. 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 after the first run.

If a car jumps tack, 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 2019**