

SC District Pow Wow Rules and Regulations

Updated March 2013

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I. INTRODUCTION

A. Purpose of Pow Wow. The District Pow Wow will provide many wholesome activities for your outpost. At the same time, it will promote a true relationship with Jesus and the application of the Royal Ranger Code to each participant. It will be a time to reach every boy with the message of Salvation and the Pentecostal experience. The Pow-Wow will also provide a rich spiritual environment of brotherhood and friendship. It will inspire all that attend to return home with a deeper spiritual appreciation for Salvation and the many gifts God has blessed us with.

B. Theme. A new theme is selected each year. Outposts are encouraged to use the theme in their songs, costumes, gateways, etc. Be as creative as you wish. Use resources such as magazines, books, videos, etc. Local or school libraries are a great place to start.

C. Dates and Location. The South Carolina District Pow Wow will be held at River Oaks Retreat Center, Honea Path, SC. The dates are normally a Thursday, Friday, and Saturday in June. The actual date of the Pow-Wow will be published as soon as approval is received from the district office.

D. Registration Information and Requirements:

1. Everyone attending Pow Wow must be registered.

2. All attendees must have a notarized medical release form ***signed and stamped by a currently commissioned Notary Public***. This is to enable SC District Royal Rangers to provide any injured individual the emergency medical treatment he might need in the event of an accident. Medical institutions and doctors require that the document be signed and stamped. A copy of the medical form is available on the web site—www.scdrr.org/forms. Make copies as needed.

3. All adults (age 18+) attending Pow Wow must be listed on the Pastor's Authorization of Adult RR Workers form. This form must be completed, initialed, and signed by the Senior Pastor or the pastor overseeing your Ranger ministry. DO NOT mail this form with your registration. Bring it with you to Pow Wow.

4. Outposts can save money by registering before Pow-Wow. Registration date and cost will be published each year on the website.

E. Contact the Pow-Wow coordinator for any additional information or questions not covered in this packet.

II. PERSONNEL

A. Commander Qualifications. District Pow Wow is open to leaders who meet the following:

1. He is a born-again Christian and well grounded in the word of God.
2. He is loyal to his church.
3. His habits and ideals are above reproach.
4. He likes and enjoys working with boys.
5. He has a consistent testimony in daily Christian Living.
6. He is able to lead and delegate authority.
7. He possesses good judgment.
8. He is willing to accept responsibility
9. He commands the respect of other men by his actions and words.
10. He is at least 21 years old (18 years old for Lt. Commanders), and approved by his pastor.

B. Adult Volunteer Qualifications. An adult who is volunteering to assist with the activities of Pow Wow on any level must meet the same qualifications as the Leader.

C. Boy Qualifications. District Pow-Wow is open to boys who meet the following qualifications:

1. Boys who have completed registration.
2. Boys who are in Discovery Rangers or above.

D. General Understandings. All Commanders at the South Carolina District Pow-Wow agree to:

1. Be responsible for their outpost and the activities of their outpost.
2. Conduct themselves in accordance to the Royal Ranger Code.
3. Carry out the assignments they have volunteered for.
4. Provide for the safety of their outpost.
5. Follow the rules and guidelines for Pow-Wow.
6. Understand that breaking Pow-Wow rules may be cause for dismissal from participating in Pow-Wow (this applies to both boys and leaders).

III. PROGRAMS

A. Outpost Competitions.

1. Outpost competitions will be conducted in the following categories:
 - a. Best Overall Outpost (Top combined scores from all areas of competition.)
 - b. Best First Time Outpost (Top combined scores from all areas of competition among first time ouposts.)
 - c. Best Gateway (must reflect theme.)
 - d. Best Outpost Song/Yell. All Rangers must participate.
 - e. Best Outpost Banner.

2. A copy of the score sheets used to judge the above competitions are included in this packet and are subject to change at the discretion of the Pow-Wow committee. Any updated or altered score sheets which are different from those contained in this packet will be passed out to all outposts who attend Pow-Wow upon registration. All outposts will receive the actual score sheets used by judges with recorded scores and comments at the end of Pow-Wow.

3. Ribbons will be awarded according to the following:
 - a. 1st Place Trophy and Ribbon: Highest score
 - b. 1st Place Ribbon: A score of 90% or higher
 - c. 2nd Place Ribbon: A score of 80-89.9%
 - d. 3rd Place Ribbon: A Score of 70-79.9%
 - e. 4th Place Ribbon: Less than 70%.

B. Pow-Wow Events for the Whole outpost.

1. Opening Ceremony. The Opening Ceremony will include a brief orientation for Pow-Wow
2. Commander's Meeting. At least one Commander from each outpost shall attend each Commander's meeting during Pow Wow. You will be briefed to any changes for Pow Wow at these meetings.
3. Tug-of-War. To be held Saturday morning. Sign-up will be held Thursday evening. There are two weight categories: 1) not more than 800 pounds and 2) not more than 500 pounds. The 500 pound category allows smaller outposts to better participate in this event. To be judged by the commanders in charge of the event using standard tug of war rules. No wrapping rope around any body part. No spikes or track shoes. Small outposts may join with another small outpost to participate in this event.
4. Pond & Pool Swimming. A commander from each outpost must be with their boys whenever their boys are in the pool or the pond.
 - a. Pool. Due to a maximum capacity of 40 people for the pool area, a signup sheet for pool use and outpost supervision will be followed. The pool coordinator will maintain this signup sheet and determine the time and length of use for each outpost who wishes to use the pool. Slot times for Thursday will be selected on a first come, first served basis.
 - b. Pond. Swimming in the pond is allowed only under adult supervision, during specified times in designated swimming areas. **All persons must use a Personal Flotation Device (PFD) while swimming in the pond.** The Pow Wow coordinator will define the designated swimming area at the Commanders meeting.
 - c. Water Slide and Zip Line use is allowed only under adult supervision, during specified times. **All persons using the slide or zip line must be wearing a PFD.**

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5. Fun Time - Outpost Skits and Stunts. These will be held during the Fun Time in the evening. To avoid having few skits on Thursday night and too many skits on Friday night, any outpost requesting to perform a skit will be assigned a night at registration. **You need to have your skits prepared before you get to camp and have a written description to turn in at registration for approval.** You are encouraged to be creative.

6. Evening Pageant/Council Fire Service.

a. All outposts will attend Fun Time and Council Fire Services. Each outpost will need to be present at the evening services. No one may be left in the campsite during these events. Any one who is sick or not feeling well must report to the camp nurse while his outpost attends the evening events. The evening services are the most important events of Pow-Wow and are the main reason we have Pow-Wow!

b. All men and boys may bring a poncho with them to fun-time and pageant in case of bad weather. The pageant can be very involved and may be hard to move. Please do not bring umbrellas as they may obscure the view of someone behind you.

7. Morning Assembly & Devotion. Each outpost is encouraged to do their own morning devotion in campsite.

8. Awards Ceremony & Closing Ceremony. All outposts attending Pow-Wow should be present at this event, as every outpost will be receiving ribbons for their outpost competitions. If you must leave early, please see the camp staff to pick up your medical forms and ribbons.

C. Pow-Wow Events for Boys or Small Teams.

1. Most Pow-Wow events are designed to compliment the Pow-Wow Theme. The emphasis will be on completing an event rather than winning an event.

2. The events will be conducted if the weather is favorable. In the event of extreme rain or severe weather, events will be conducted indoors and will be listed on a 'B' schedule, which will be handed out at Pow Wow.

IV. ADMINISTRATION

A. Disabilities. Those attending Pow Wow who have a disability and may require special transportation or accommodations need to contact the camp director. Please consider the requirements of Pow Wow when determining the specific need of any individual.

B. Injuries. A first aid station will be located in the staff cabin 2. The camp nurse will take appropriate action. An adult leader must accompany sick or injured boys from his outpost. If the child cannot be moved, send someone for the camp nurse. Please do not allow any boys who are sick to attend Pow Wow. There will be a designated vehicle in ball field for emergency use.

C. Transportation and Vehicles. Each outpost may use the access road to transport equipment to their camp location before Pow Wow begins. Each outpost/FCF member shall stop at the checkpoint at the top of the hill before driving to their campsite. Each outpost/FCF member will have two hours to unload their vehicle and return it to the parking area. After an outpost/FCF member has unloaded, they will not be allowed to take vehicles down the hill unless they have the permission of the Pow-Wow coordinator. We need to keep the camp clear of vehicles to provide a safe environment for all campers.

D. Trash. Each outpost is responsible for their trash. If trash pick-up is advertised, it is still your responsibility to ensure your trash is disposed of properly. Scattered trash on the campgrounds will not be tolerated. All outpost trash must be placed in the dumpsters near the camp entrance. **A good Ranger always leaves his camp in better shape than he found it.**

E. Port-a-Johns. There may be Port-a-Johns available around the campgrounds. It is everyone's responsibility to maintain the cleanliness of these facilities and advise the camp staff if there is a problem.

F. Bathhouses. There will be designated bath/restroom facilities. It is everyone's responsibility to maintain the cleanliness of these facilities and advise the camp staff if there is a problem.

G. Latrines. Latrines in campsites are not to be used. You may construct them in order to display a model campsite, however, you will not allow them to be used. Please send your boys to the bathrooms.

H. Use of Appliances and Other Equipment. No combustion engine powered equipment is allowed in the camp area. This includes chain saws, weed eaters, lawn mowers, and leaf blowers. Electrical equipment will be limited to razors. Do not bring: Walkmans, Nintendo, Game Boys, boom boxes, guns, or fireworks, etc.

I. Water and Ice. Water can be obtained at five sites around the camping area and ball field. There will be no need to truck water to your campsite. Water will be available in the event areas for your boys. **They should use their own cups.** Ice may be offered for sale by RORC. This will be announced in advance of Pow Wow. Each outpost should plan on having enough ice for the weekend.

J. Visitors. All families are invited to visit Pow Wow. All visitors must register with the Pow Wow staff upon arrival and departure, at Staff Cabin #2 or in the gym. A roster of all visitors will be maintained with arrival and departure times. Visitors may be allowed to arrive at the staff or event areas prior to visiting hours or leave after visiting hours if authorized by the Pow-Wow Coordinator. All pastors of registered outposts and officials of the SC District Assemblies of God or other denomination of an attending outpost are welcome at anytime during Pow-Wow. Visitors can only be in campsites between 9:00 a.m. and 7:00 p.m. Visitors are welcome to stay for the Friday evening services, however they may not stay overnight.

K. Meals. Your outpost is responsible for its own meals. When you register at Pow Wow, you may sign up to invite a camp staff member to a meal. Therefore, plan for at least 1-2 extra persons per meal, including plates, cups, and utensils. Invitations may be left at the FCF store prior to the meal. Your guests will report to your campsite at the appointed time. Please have meals ready when they arrive. If they are unable to attend due to camp duties, you will be advised as soon as possible.

L. Tobacco, Alcohol, and Drug Use Policy. Tobacco, alcohol, and illegal drugs are not permitted. This applies to everyone on the campgrounds, including visitors.

M. Wildlife. Do not confront or touch any wild animals. Keep in mind that we are visitors in their home. Any animal bite must be reported to the camp nurse immediately.

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N. Chartering. All chartered outposts will receive a discount on Pow Wow fees, exclusive of late fees. Fees will be posted on the web site and registration form. Any non-chartered outposts may charter on the national web site.

O. Pow-Wow Patches. Each registered participant will receive one Pow-Wow patch. All persons that pre-register and attends will receive one additional patch.

P. Camping. Those outposts that have selected, cleared, and used a campsite within the last two years will have the right to use this area for camp. If you need a campsite, please attend Pow-Wow Campsite Workday.

1. Campsite.

a. Campsites must be setup with safety in mind. A safety inspection of your campsite will be conducted at a random time between 9:00 AM and 6:00 PM Friday. It is expected that boys will not be restricted from their campsite at any time during the day. The intent of the inspection is to see how an active outpost maintains their campsite throughout the day. All campsites should be setup with special attention given to fire safety, first aid, Cut-n-Chop safety, and sanitation practices. That means all campsites will be of minimal effect to the woods they are located in. Permanent or semi-permanent structures will not be allowed.

b. The boys must do all work done in the campsite. This is why you should be camping by the patrol method. Assign duties and teach your boys the satisfaction of responsibility to develop tomorrow's leaders.

2. No nails are to be driven into any tree in or around your campsite.

3. All boards, lumber, lashing and fencing must come down after Pow-Wow. A Royal Ranger leaves a campsite BETTER than he found it. After Pow-Wow, all items must be removed or disposed of. When such materials are left standing or falling in some cases, it displays a lack of respect for nature and the campgrounds. It also demonstrates a bad role model for your Rangers and takes away from the natural beauty of the forest. God has given us a great place to camp and with that is the responsibility to keep it clean and beautiful.

Q. Staff Cabins. Staff Cabins and their bathrooms are for staff only. Only those admitted to the infirmary in staff cabin # 2 are allowed to be present in the cabin with the exception of Service Patrol Members.

R. The Cafeteria and all cabins are off limits except as follows. There will be two cabins on each side of the camp open for bathhouse use, one for men and one for Rangers. There shall be no sleeping or any other activities in these cabins.

S. Volunteers are needed for cleanup after the closing ceremony. This should make clean up of the camp a quick and easy job for everyone involved. These men can expect to stay about 3 hours. A Post Pow-Wow duty roster will be at Pow-Wow registration for sign up.

V. Pow-Wow Rules.

- A.** No swimming or bathing in the river. **NO EXCEPTIONS.**
- B.** Boys must always use the buddy system. Commanders shall know where your boys are!
- C.** No one may be in campsites during assemblies, Fun Time and Council Fire Service.
- D.** No fire can be left unattended. All fires must be extinguished before leaving for the evening services. If you need hot coals for Dutch oven cooking after the evening service, you must get approval from the Pow Wow coordinator to leave an adult in the campsite.
- E.** Always get permission before entering another outpost's camp.
- F.** Boys will not be allowed near the pool or pond without their Commander even if the outpost is not swimming.
- G.** All persons swimming in the lake, using the slide, or using the canoes must wear a life jacket. **Life jackets must be provided by the outpost for boys to use.**
- H. No vehicles will be allowed in the campsites.** See paragraph IV.C. above.
- I.** Chuck wagons/storage trailers can be used in campsites.
- J.** Only boys with Cut-N-Chop cards are allowed to use or carry knives or camp tools.
- K.** Canteen hours will be posted.
- L.** Swim time for adult leaders and the Service Patrol will be after council fires.
- M.** No chainsaws or power tools allowed at Pow-Wow.
- N.** The camp facilities will be treated with respect. Any boy who defaces any facility will clean or repair it and may be asked to leave camp.
- O.** Please take your outpost to the bathroom before Fun Time and the council fire.
- P.** No one will be allowed on the repelling tower except for during the repelling event.
- Q.** No radios (except walkie-talkies), tape players, or electronic games of any kind are to be brought to Pow Wow. It is understood that many commanders and Rangers may have cell phones. Cell phones are not to be used during any evening service.
- R.** Abusive or disrespectful language will not be tolerated. Violators may be expelled from Pow-Wow.
- S.** A ten foot buffer from the river shall be maintained, giving all Rangers equal access to the river.

VI. OUTPOST SCORE SHEET

GATEWAY		MAX PTS	
1.	Reflects Pow-Wow Theme	20	
2.	Use of lashing	10	
3.	Constructed by boys only	20	
4.	Does not scar land	20	
5.	Originality of design	20	
6.	Overall appearance of archway	10	
TOTAL Gateway		100	
OUTPOST BANNER (Standard)		MAX PTS	
1.	Reflects Pow-Wow Theme	20	
2.	Displays outpost name, number, RR emblem	10	
3.	Use of lashing to construct banner	10	
4.	Constructed by boys only	20	
5.	Originality of design	20	
6.	Colorful—Three dimensional	20	
TOTAL Banner		100	
OUTPOST SONG or YELL		MAX PTS	
1.	Reflects Pow-Wow Theme	20	
2.	Original words—Rhymes	20	
3.	Enthusiastic—Good Volume	20	
4.	Action and Movement	20	
5.	Synchronized— In Unison	10	
6.	Total Outpost participation—Enter number of boys—	10	
TOTAL Outpost Song		100	
TOTAL POSSIBLE SCORE		300	