



June 23 – 28, 2025

Updated 02/5/25

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CAMP STAFF

Camp Commander Ron Bush

Pow Wow CoordinatorTim Hathcock
Camp AssistantScott Tollett
Junior Camp AssistantTrevor Scott
Missions Coordinator Ron Harrison
Morning FormationsWild Bill Yancey/Nate Harris
Honor GuardTrevor Scott
Chief Judge..... Scott Potter
Games Coordinator..... Trevor Scott
Sound and LightingJosh Guin
Trophies/Awards.....Dave Meier
Concessions
Videography / Photography
On-Site Logistics.....
Volunteer Coordinator..... Steve Iles
Cleaning Services & Teardown (4)

JLDA CoordinatorDave Meier
Student Leader Isaiah Brannan

FCF Camp CoordinatorGreg “Crazy Wolf” Atwell
FCF Camp AssistantRon “Spirit Bear” Parker

Registration (Pre-Camp, Mail In) Steve Iles
Check-In (at camp) Steve Iles

Safety CoordinatorDave Meier
Security.....Josh Guin
First Aid Coordinator.....Keith Porter
Parking

RANGER ADVENTURE WEEK

Three simultaneous events will run during the week of Monday, June 23 through Saturday, June 28.

POW WOW is for boys entering Grades 3-12. Exciting games and competitions, as well as nightly worship services, will provide plenty of fun for active boys. Please read this entire handbook to see what is offered at our greatest annual event. After reading this book, feel free to email questions to Tim Hathcock at timothy.hathcock@gmail.com.

This camp is limited to boys in the Discovery, Adventure, and Expedition Ranger groups (entering Grades 3 - 12). This camp is not designed for, nor intended for, Ranger Kids (2nd grade and younger). DO NOT bring younger boys, even if escorted by a parent!

Any church that has not yet chartered is invited to bring your boys to Pow Wow. [Click HERE for more information about chartering.](#)

JUNIOR LEADERSHIP DEVELOPMENT ACADEMY is a district leadership training event for boys in Grades 5 and up. Boys attending this event will learn leadership skills that can benefit them in all areas of life. See pages 13-15 or contact dave.meier@att.net for more information.

****** Boys attending JLDA will still have ample time and opportunities to participate in the games, competitions, and other Pow Wow events. ******

FRONTIERSMAN CAMPING FELLOWSHIP is a special program of Royal Rangers that provides boys and men with additional opportunities to develop specialized outdoor skills based on the lore and traditions of the early American frontiersman. The activities and feel of a "Trace" camp will be featured in the afternoon hours to allow boys to see the camp in action. A special evening service for the FCF membership will be held one night. An "FCF Adventure" will be held for boys and men wanting to join FCF. An application for FCF Adventure must be submitted by May 15. Boys must be at least 11 years old and have graduated 5th grade. Other prerequisites for boys and men attending this camp are listed on pages 15-16. Contact crazywolfga@aol.com for more information about FCF.

Familiarize yourself and your boys with the information in this handbook as you prepare for the many activities of Ranger Adventure Week. Check the website (<http://tnrangers.org>) regularly for possible updated information. Pray for this event to be a positive, life-changing experience for all participants. Submit your registrations early and begin planning now to receive a blessing from God and to be a blessing to other men and boys.

CAMP SCHEDULE

JLDA Typ. Day

7:00 AM	Wake up
7:15 AM	Personal Devotion #3 (Student Notebook)
7:30 AM	Breakfast
8:00 AM	Morning Formation
	Dedicated JLDA Activities
12:00 PM	Lunch
5:00 PM	Dinner
8:30 PM	Evening Service
10:00 PM	Lights Out

F.C.F. Typ. Day

7:00 AM	Wake up
7:15 AM	Personal Devotions
7:30 AM	Breakfast
8:00 AM	Morning Formation
12:00 PM	Lunch @ Village
	Dedicated FCF Activities
3:00 PM	
5:00 PM	Dinner
8:30 PM	Evening Service
10:00 PM	Lights Out

Pow Wow Typ. Day

7:00 AM	Wake up
7:15 AM	Personal Devotions
7:30 AM	Breakfast
8:00 AM	Morning Formation
12:00 PM	Lunch
3:00 PM	Dedicated Pow Wow Activities
5:00 PM	Dinner
8:30 PM	Evening Service
11:00 AM	Lights Out

THEME – ***SUCH A TIME AS THIS***

SCRIPTURE – “...***for such a time as this.***”- **Esther 4:14**

SPEAKER – ***Karl Fleig*** – National Royal Ranger Director
Terry Bailey - TN District Superintendent

SPECIAL MUSIC – ***Ollie Myrick, Josh Guin, and TN RR Boys***

DATE – ***June 23 – 28, 2025***

Check-in 9:00-12:00 Monday morning for all camps

Leaders Meeting 2:00-3:00 Monday afternoon for all OP Senior Guides

One Commander from each OP may also attend if he wishes.

JLDA Recognitions Thursday night

Pow Wow Award Ceremony Saturday morning (You may leave after the ceremony.)

Clear the campground by 1:00 on Saturday.

LOCATION – Jackson Conference Center (Camp Jackson), 2601 Greer Rd.,
Goodlettsville, TN 37072

[CLICK HERE FOR MAP](#)

COST - Friends of Rangers is subsidizing the cost of Ranger Adventure Week to make the experience more affordable for everyone. The minimal charge of \$100 to \$160 (See chart below.) per person covers the registration fee for an entire week of camp.

Time of Registration	Chartered Outpost	Non-Chartered Outpost
Early: By April 10	\$100	\$120
Regular: By May 15	\$120	\$140
Late: After May 15	\$140	\$160

The full registration price is required from EVERY *boy, commander, frontiersman, staff member, and volunteer worker* (both male and female), regardless of housing or meal plan.

CHALLENGE to ALL OUTPOSTS – One of our TN Outpost Commanders has challenged each of his boys to bring another boy with them to Pow Wow. It would be great if all our commanders would challenge their boys to do the same!

PASTORS are welcome to come for the entire week or any portion of the week ***at no cost***, but we must have a registration form submitted. We have a separate registration form specifically for pastors. There must be a background check on file at your church. We will have a designated dorm for pastors only. Friday would be the best time for those who can only come one day/night.

MISCELLANEOUS ANNOUNCEMENTS

CHECK-IN Monday at 9:00 a.m. for all camps

All funds owed after the original \$50 deposit are due upon check-in at camp. No exceptions will be made.

Upon check-in you will receive shirts and hats. Wristbands signifying paintball permission slips will be distributed upon check-in. No other wristbands will be needed. You will not receive your patches until the end of the camp. If you must leave early, please make that known at check-in so provision can be made to mail the patches to your home church.

SENIOR GUIDES/COMMANDERS MEETING — The final schedule and other updates will be covered at the Outpost Senior Guide Meeting on Monday at 2:00 (CDT). *It is **especially important** that ONE Senior Guide from each Outpost attend this meeting to get all the needed information for Pow Wow.* One commander from each Outpost may also attend if he wishes.

We will have a “Points of Interest” printout to give to the boys at this meeting.

CAMP LOCATION - OUPOST NUMBER MUST BE POSTED AT YOUR CAMPSITE OR CABIN.

For security/safety reasons, every outpost is required to post the number of their outpost at the entry to their campsite or cabin. This is typically done by creating a gateway depicting the camp’s theme. We encourage all outposts to participate in the Gateway competition, but regardless of participation, posting the outpost number is required.

MORNING FORMATION

There will be a morning formation for all outposts at the camp, complete with presentation of colors and reporting of the sections, every morning Tuesday through Saturday. All campers should wear the Pow Wow t-shirt and cap to formation on Tuesday morning for the group photo. District staff will wear district Pow Wow T-shirts and FCF members are encouraged to wear their FCF outfits on Tuesday morning for the photo. Also, bring chairs or blankets for your comfort after opening ceremonies are completed.

SPECIAL PRESENTATIONS

If you or your outpost wants to recognize someone who has had a special impact on your organization or life, you may give them a “Special Presentation” at the Friday morning formation. Please be sure your Special Presentation is indeed special and worthy of your efforts. All these presentations must be pre-approved by the Morning Formation Coordinator prior to the presentation.

HIKE AND COUNCIL FIRE

We will have a hike on Wednesday night to a Council Fire where our service will be held. *Bring your own camp chairs.*

RAW PATHFINDER TEAM

Men and boys ages 14+ are invited to join the RAW Pathfinder team to work at camp before, during, and after Pow Wow. You do not have to be active in Royal Rangers to join the Pathfinder team. Team members will gather at camp before noon on Sunday for lunch, team orientation, and camp setup. The team will assist in running games and events, cleaning camp facilities, and other miscellaneous tasks. Team members will be given time to participate in Pow Wow events, but their primary duty is to help the camp staff. Applicants to the RAW Pathfinder team must submit the RAW Pathfinder Application Form in addition to submitting the regular Ranger Adventure Week Registration Form. A limited number of applicants will be accepted. The registration fee is the same as the regular camp registration fee and has the same deadlines for submission.

JUNIOR BIBLE QUIZ

Our Tennessee District Bible Quiz Director, Sherri Alexander, will visit Pow Wow again this year to offer the boys (and men) an opportunity to see what Bible Quiz competitions are about. The answers will be provided so there’s no need to study ahead of time. Plan to take advantage of this fun challenge.

WHAT TO BRING

For Outposts:

- *Individual Registrations for ALL Participants*
- *Balance of Money Due*
- *Competition Entry Forms*
- *First Aid Kit – The first-aid merit gives a list of what should be in your kit.*
- *Master’s Toolbox Offering*
- *Mission Trip Scholarship Essays, if applicable*

For Individuals:

- **Camp Chairs** – Each camper is encouraged to bring a chair.
- **Personal Non-Disposable Water Bottle** – Each camper will need a personal water bottle to keep with him. We will have water stations set up around the camp but may **not** always have cups available.
- **Trade Items** - Traders Row in the FCF Village will be open at various times for active trading. Bring trinkets and treasures you’ll want to trade.
- **Silent Auction Items** - Outposts are encouraged to bring items for the silent auction to raise money for missions.
- **Spending Money** – Bring extra money for concessions, camp store items, and silent auction items.

"Boys do not need phones at Pow Wow. Boys do not need to be playing electronic games at Pow Wow. We recommend that commanders decide how much that means to them for their outpost."

REGISTRATION

REGISTRATION DEADLINE

EARLY DISCOUNT REGISTRATION DEADLINE: April 10

REGISTRATION DEADLINE: May 15

LATE FEE ADDED: after May 15

Registrations must be RECEIVED BY the date shown or they will incur a late fee. Registrations prior to May 15 will receive shirts, hats, and patches. There will be a few extra shirts and hats that will be sold on-site but will not be included in registrations after May 15.

All adults (visitors, parents, commanders, and volunteers) 18 years of age and older are required to have their pastor's signature on the registration form. This signature approves the applicant for working with children and assumes liability for having a current national criminal background check on file at the local church.

Adult leaders should submit their registrations and deposits by the deadline shown on the form. Workers coming early to help set up camp need to let us know the DAY AND TIME you will arrive so we can plan meals for you.

Do not bring boys early unless cleared by Pow Wow Coordinator.

The full registration price is required from EVERY commander, frontiersman, staff member, and volunteer worker (both male and female) regardless of housing or meal plan.

A **non-refundable \$50 deposit** must be paid with each registration. The remaining balance, if not paid before camp week, is due upon your arrival at camp. Refunds for non-attendance will not be made for any reason. The advance purchases for food and supplies will have already been made based on pre-registration numbers. We appreciate your understanding in this matter.

STAFF REGISTRATION

We appreciate your dedication to help with the camp, but **YOU MUST REGISTER BEFORE APRIL 10**. Late fees also apply to you. We need to know when you will arrive on-site so we will be able to coordinate meals and work schedules.

OPTIONAL ITEMS WITH REGISTRATION

- CAMPING – Outposts are encouraged to camp. Women wishing to camp must let us know as early as possible so we can prepare a place for them.
- CABINS – We provide cabins for an additional **\$50 per person** fee. Special requests will be handled on a first-come, first-served basis for complete registrations only.
- MEALS – Meals will be provided by the kitchen staff at no extra charge ***beginning with Monday lunch and ending with Saturday breakfast.*** Outposts are welcome to cook at their campsite. A concession stand will be open with various sodas, chips, popcorn, candy, etc., during camp.
- ADDITIONAL HATS, SHIRTS, PATCHES – Extra hats, shirts, and patches are excellent gifts for your pastor or boys in your outpost who cannot attend. These may be ordered on your form. Be sure to indicate the sizes required for these extras.
- GROUP PHOTOS – Photos will be available for pre-purchase so all who are interested can get a copy ordered.
- PRAYER COINS - *We will have a Pow Wow PRAYER COIN for the first 100 people to register for Pow Wow and for volunteers who help us for two or more time slots.* We have a limited number of coins, so they will go to the first volunteers. Please send your preferred places to volunteer to Tim Hathcock at timothy.hathcock@gmail.com. We need help with games, security, general moving things around, kitchen, hauling trash once a day, concession stand, archery, 22 rifle, shotgun, BB guns, judging, paintball, referee games, watch swimming pool, watch finish lines, 5K Run/Walk, etc. We also need volunteers to stay on Saturday afternoon to help store equipment and clean the camp.
- 5K RANGER RUN / WALK – We will have a 5K race to raise BGMC funds that will help pay for a boy to go on a mission trip within the next 12 to 24 months. The cost for entry will be \$20 each and must be pre-registered. Each runner/walker will receive a t-shirt. Serious runners will be timed to the second as near as possible. See the registration form.

MISSIONS AND RANGER ADVENTURE WEEK

MASTER'S TOOLBOX

Royal Rangers has partnered with BGMC through Master's Toolbox to raise funds for specific mission projects. This year we are partnering to build churches in countries that need a church building. We are targeting to raise funds to enable the boys of Tennessee to build a church with our Ranger Adventure Week missions offering.

Each outpost is challenged to raise funds and bring them to camp. The church shown here can be built for \$12,000 and we are setting a goal to raise this amount. Please help your outposts collect their BGMC funds and bring them with you to camp. We will collect all the money raised and see if we can go over the top in meeting the need to build more churches around the world!



BGMC has created a special offering box for Royal Rangers to use to collect money for the "Masters Toolbox" program. These FREE boxes can be ordered from My Healthy Church at 1-855-642-2011. Ask for item number 742-893.

SILENT AUCTION

We will have items at Pow Wow to be auctioned off by silent auction. These will be donated items and 100% of the money raised will go to missions. Outposts are encouraged to bring items for the missions' auction.

CAMP STORE

We will also have lots of interesting items for sale in our camp store to raise money for missions. There will be t-shirts, leather goods, skins, and so much more. You'll definitely want to bring some extra spending money!

MISSION TRIP SCHOLARSHIP

TN Friends of Rangers and TN Royal Rangers Alumni will award multiple scholarships to help send Royal Ranger boys on mission trips. Each award will cover up to \$1,000 for a mission trip but will not exceed 50% of the total cost of the trip. To nominate a boy for one of these scholarships, an essay of less than 200 words stating why the applicant is deserving of the scholarship must be submitted by a commander, a pastor, or the boy himself. The essays, due no later than noon on Friday, will be judged during camp to determine who will receive a mission scholarship. These funds may be used toward attending an approved Tennessee Pathfinder Mission trip within the next two years.

JUNIOR LEADERSHIP DEVELOPMENT ACADEMY

A Great Training Camp with Lots of Fun

What is JLDA – And how can it benefit me and my outpost?



JLDA serves to help all outposts by providing leadership instruction and development for the boys. After the camp your boys will be able to help lead the parts of a meeting and know more of what's expected from them when they start in leadership roles.

They will be challenged and encouraged to work with a patrol to demonstrate how their group can achieve excellence and learn to work together. This helps your outpost when they return and model that behavior for your boys.

Each boy will better know his strengths and will be challenged to use them in serving others. Please provide opportunities for them to grow when they return home to your outpost.

The best part of my boys doing JLDA was how they jumped in and helped in the meetings when they came home after camp Sr, Commander

I saw such a growth in my boy that it was hard to recognize it was the same boy I took to camp!! . . . Ranger Leader

Thanks for getting our boys trained . . we need to make sure to use them in the weekly meetings . . .

All Outpost Leaders - challenge your boys to attend a camp that will benefit them as well as your outpost.



Do you have boys that are natural leaders? Do you see potential in boys in your outpost? Do some of your boys need a challenge?

Make sure they sign up to be the best they can be!

Q & A:

- Will my boys miss out on Pow Wow activities? No! Only having classes and activities in the morning allows all activities to be available for everyone – Even Traders Row and shooting sports!
- Is there an additional cost? No! There are no extra fees so that it can be open to every boy.
- What if my boys did not participate before? The classes are designed to be age based, so boys get to fellowship with those of the same age –
- What is required for the Trail of the Saber? For those that want to follow the trail of the Saber, you will need to start with JTC (Junior Training Camp) and be no older than 15. A partial listing of requirements is below.

JLDA – @ Tennessee’s 2025 Pow Wow Week Come be a part of it!

Ranger Training Camp – Grades 4-6

Junior Training Camp – Grade 7 and above

Advanced Junior Training Camp – Grade 8 (and JTC)

2025 TN Junior Leadership Development Academy



Ranger Training Camp (RTC) is a district leadership-training event for boys from the 5th grade and not yet in the 7th grade. RTC prepares boys to serve as junior leaders in a boy-led, adult-facilitated outpost.

RTC will help boys discover answers to these questions:

What is my role in my patrol and group?

What are some of my God-given (natural) talents and strengths?

How do I add value to my patrol and group?

What responsibilities can I undertake to help my patrol/group?



Junior Training Camp (JTC) is a district training event for boys in the 7th grade or above. JTC focuses on leadership development in the local patrol and group. JTC is a required event for the Trail of the Saber Award

JTC will help boys discover answers to these questions:

What are my God-given talents and strengths and how am I developing them?

Do I have what it takes to be a godly man?

What is God's plan for my life?



Advanced Junior Training Camp (AJTC) is a district event for boys in the 8th grade or above who have already completed JTC. AJTC focuses on leadership development by serving in group and church leadership roles for young men. AJTC is a required event for the Trail of the Saber Award.

AJTC will help boys discover answers to these questions:

Am I following God's plan for my life today?

How am I developing my godly character?

How am I helping (serving) others?



TRAIL OF THE SABER – CAMP REQUIREMENTS

The following requirements must be met before reaching 18 years of age in order to qualify for the Trail of the Saber award. (other qualifications are in the Leader Manual)

- Be at least 14 years of age and a graduate of the 9th grade.
- Earn (8) leadership merits of any color (red, gold, or sky blue).
- Complete Junior Training Camp (JTC) and Advanced Junior Training Camp (AJTC).
- Complete two Action Camps or Junior Academy (JA) and one Action Camp.

FCF ADVENTURE

The following requirements must be met before attending FCF Adventure:

BOYS

- Be a graduate of 5th grade
- Be at least 11 years old
- Be an active member of a chartered Royal Ranger outpost

Earn ONE of the following awards

- *Discovery Rangers Gold Eagle
- *Adventure Rangers Bronze Medal
- *Expedition Rangers E1

OR

Earn BOTH of the following skill merits:

- *Camping Merit
- *First Aid Skills or First Aid/CPR Merit

LEADERS

- Be an active member of a chartered Royal Ranger outpost
- Be a member in good standing in your local church
- Complete the Ready and Safety Leader of the Outpost Leaders Advancement Levels

Participants in the FCF Adventure Camp will be required to recite the following scripture verses from memory:

- 'Love the Lord your God with all your heart and with all your soul and with all your mind.' This is the first and greatest commandment. And the second is like it: 'Love your neighbor as yourself.' All the Law and the Prophets hang on these two commandments. Matthew 22:37-40
- By this everyone will know that you are my disciples if you love one another. John 13:35

FCF VILLAGE

Frontiersmen, please honor the intent of the village by covering all appearances of 21st century items.

Craft demonstrations and FCF-style competitions are planned for the FCF Village. Knife throwing and hawk throwing competitions will be held in the village. Also, there will be Flint and Steel fire starting competition. Awards will be provided for first place and runner-up for each event.

Traders Row will be open for active trading at various times during the week. A schedule will be distributed at camp. Come prepared with some items you'll want to trade.

The FCF Communion Service will be at 9:00 p.m. on Friday evening. Please allow your FCF boys to participate in this communion fellowship time with their FCF friends and with our Lord.

Guidelines for Camping in the Village:

- Boys are permitted to live in the FCF Village under strict guidelines:
 - Must be at Buckskin level
 - Must stay in a primitive shelter
 - Must work in an FCF trade or assist an old-timer in his trade
 - Must be approved by FCF President Greg Atwell-<mailto:crazywolfga@aol.com>
 - Must be in FCF outfit when in the village

The old-timers living in the village have a responsibility to mentor these young bucks by setting the example of an "authentic" village. This includes active skill demonstrations, storytelling, period items, outfits, etc.

CAMP SAFETY

MOTORIZED VEHICLES AND PARKING

- Motorized vehicles will be restricted to needs-based operation only (for example, health reasons or moving supplies for an event, etc.) in designated areas and must be cleared with the Safety Coordinator ahead of time. All motorized vehicles must be approved by the Pow Wow Coordinator.
- Motorized vehicles must be operated with caution, or the Pow Wow Coordinator may revoke permission for them. Caution must be exercised at all times for pedestrian traffic in all areas of the camp. Trucks, vans, cars, and buses will be permitted only to load or unload gear and must then be moved to the designated parking location and left there.
- Auxiliary motor vehicular traffic (ATV's, golf carts, etc.) will be limited to specific persons with direct permission from the Safety Coordinator. These vehicles should NEVER be run at top speed! Any person bringing ATV's, golf carts, etc. must show proof of insurance at check-in and receive a drive pass to place on their vehicle during Pow Wow. If you do not get a drive pass, you will not be permitted to use the vehicle during camp.
- Vehicles must remain parked in designated locations only and cannot be left in the camping areas or throughout the property. Unloading will be permitted, but the vehicles must be moved right after unloading so other outposts will have access. Working vehicles must observe pedestrian rights of way.

HORSES — Horses may be present in camp. Always let the rider know you wish to approach before getting within three feet of a horse. Never run when approaching a horse and never approach from behind. For your own safety, do not frighten the horses. Horses not in service will be resting; the resting area is off-limits.

EVENT SAFETY - All Events, Games, and Activities will be reviewed by the Games Coordinator and the Safety Coordinator on site. No event, game, or activity will be permitted to continue if an unsafe condition exists. Prior to resuming, it must be properly reviewed.

OPEN FIRES - Depending on conditions from the National Forestry Service, **it is possible that open fire bans may exist** during Pow Wow. This information will be communicated during the Outpost Senior Guide's Meeting on the first day of camp. If you plan to cook, make sure you plan for this contingency by bringing stoves, etc.

CAMP RULES

- **Campfires** (if permitted) must never be left unattended. They must be extinguished before leaving the campsite. This includes tiki lamps.
- **No one** should be absent from the **services, morning formations, or other special events.** Do NOT allow your boys or leaders to stay in the campsite during these special times.
- No personal firearms of any kind are allowed on-site unless previously approved by the Security Officer. ***All conceal carry persons should be preapproved and registered by contacting Josh Guin, nashvillehorseman@gmail.com or 615-818-7101.***
- No tobacco products, alcohol, or illicit drugs are permitted at camp. Individuals in possession of such items will be escorted from the campgrounds.
- Campsites and cabins must be clean before your departure. You will be required to have an inspector okay your area before you leave. **Rangers leave their area cleaner than they found it.** You are required to haul all your trash to the designated area. Please clear the campground no later than 1:00 on Saturday.
- Do not cut live trees.
- Do not enter any cultivated field of crops.
- Avoid and do not approach any snakes you might encounter.
- The recommended leader to boy ratio is 1 to 5.
- **No** sheath knives are allowed at camp **except** as part of an FCF outfit.
- Knives can be traded by commanders only in the FCF Village and only during Traders Row. If a commander buys or trades a knife for a boy, he **must** keep it put up and **not** let the boy have it until returning to his church. We recommend that it be given to his parents.
- You and your outpost must be present at the awards presentation to receive your awards and to receive your patches for your boys. If you must leave early, please make that known at check-in so provision can be made to mail the patches to your home church.
- Commanders, it is your responsibility to ensure your boys shower and keep their bodies clean during Pow Wow. Make sure that your boys shower!
- Once on site, you are expected to stay on the camp property. If you find it necessary to leave for a short period, you will need to sign out at the first aid station or with security.
- No gas-powered devices or generators will be permitted. We will have a quiet Honda generator for those that may have a medical need for a generator. Let us know on the medical form in the remarks section.

COMPETITIONS

The Competition Entry Form must be submitted at check-in time upon arrival at camp. Judging will be based on workmanship, originality, difficulty to make, theme design, eye appeal, outpost identification, year, and district identification. Work is to be done by the boys in the outpost. See **Judging Form** for guidelines.

* To enter the competitions, the "Competition Entry Form" must be submitted at check-in time upon arrival at camp.

OUTPOST PARTICIPATION AWARD

This year the **BIG TROPHY** is the **Outpost Participation Award**. To win it, outposts will participate in as many events as possible. Each event around camp will earn them points towards the OPA Award. District staff will be able to add points when they see a boy doing something extra good. For example, a boy cleans up a mess he didn't make, a boy helps set-up, take-down, or run an event. These types of things do not guarantee extra points, but they are possible depending on what the staff member observes.

BEST OUTPOST STANDARD (FIRST & SECOND PLACE TROPHIES)

See **Judging Criteria** for criteria, points, and targeted areas of interest.

BEST GATEWAY (FIRST & SECOND PLACE TROPHIES)

See **Judging Criteria** for criteria, points, and targeted areas of interest.

BEST CAMPSITE (FIRST & SECOND PLACE TROPHIES)

See **Campsite Judging Criteria** for criteria, points, and targeted areas of interest.

SOCCER

Five on five. There can only be one commander on each team. The team can be five boys or four boys and one commander. We can divide the competition into the different age groups – Discovery, Adventure, and Expedition – if there is enough interest.

TUG OF WAR

This will be 1200 pounds vs. 1200 pounds. The number of people on each team is irrelevant. It can be as many people as are needed to total but not exceed 1200 pounds.

22 RIFLE, SHOTGUN, BB GUN, AND ARCHERY

We will have an award for the person with the best average score from 22 rifle, shotgun, BB gun, and archery combined.

TOP SHOT

We will have an award for the Top Shot - the person with the best average score from 22 rifle, shotgun, BB gun, and archery combined.

PAINTBALL – no trophies awarded . . . just bragging rights

- Paintball guns will be provided for all participants. You may bring your own gun or your own hopper (no automatic hoppers), but the pressure will be turned down on site.
- Do not bring your own paintballs. These will be provided.
- Mask/goggles will be provided, or you may bring your own. All other equipment you can bring - clothing, accessories, etc. You **MUST** bring a signed copy of the **Paintball Release Form**, signed by your parent or legal guardian. (Your commander is not authorized to sign your permission form.) Without this, we will not be permitted to let the boys play. Special arrangements cannot be made once on site for this requirement.

WATERMELON EATING

- One team consisting only of 3 boys and 1 commander, or 4 boys will be invited to participate in the watermelon contest. Additional teams from each outpost may participate for \$10.00 per extra team/watermelon. Register for the watermelon contest at check-in to ensure we have enough watermelons.

CARDBOARD REGATTA

- Best Design
- Racing

Official Rules and Specifications for the Cardboard Regatta

Restrictions: Cardboard is the only approved building material.

*****NO PLYWOOD ALLOWED*** ***NO PRE-WAXED CARDBOARD*****

Cardboard Source: Corrugated cardboard is available from Weyerhaeuser in Elmire, NY or scrounge through furniture and appliance dealers recycling bins. Places like Lowes will have free cardboard sheets, large enough to build your boat from one sheet, in the shipping and receiving area if you call ahead and ask for them.

Safety Rules:

The passenger area of the boat must not be permanently enclosed above the shoulders of the occupants. Each occupant must be visible while the boat is in the water.

Boats must be free of sharp edges or anything that could pose a danger.

All participants must wear a personal flotation device before entering the boat and while the boat is in the water.

If your boat sinks, you are disqualified from the race and should exit the water as soon as possible.

Participant may not menace another participant. Poor sportsmanship will result in disqualification. Sunken or discarded vessels must be disposed of by the outpost crew at the conclusion of the race.

Each vessel must carry a closed 1-gallon plastic jug with a 15' rope tether firmly attached to the vessel for use in locating and retrieving any sunken remains.

No loose items, especially items which may sink may be carried during competition.

Throwing water on another boat is reason for disqualification, unless said water comes by accident from the splash of the paddle/oar.

A legitimate de-watering device may be used to remove water from within a sinking vessel.

Boat Building Basics:

Develop a concept related to theme:

Sketch your creative ideas on paper.

Calculate length, width, height, draft, balance; consider size and weight of crew.

Build a scale model.

Boats are limited to 40" wide and 96" long for a crew of two people.

The sides must be limited to 18" or a height that would allow rowing motion under the arm.

Construction Steps:

Transfer model or concept to cardboard.

Mark lines.

Cut cardboard, bend cardboard.

Brace, glue, tape seal

Waterproof with materials listed in suggested supplies

Suggested Supplies:

Corrugated Cardboard – three layers for floor, two layers for walls

Acrylic latex caulk

Wood glue liquid nail adhesive or dap contact cement

Water seal, polyurethane

Paint, including latex house paint

Paper tape, masking tape, or duct tape – no more than one roll of duct tape per boat

Tools needed:

String line for straight edge, right angle or squaring tool

Carpet knife or exacto knife

Foam brush, paint brush or roller

Creasing tool (Scissors work well.)

Clamps (spring & quick)

Measuring tape

Types of Paddles: canoe type paddles (single blade) Consider whether you'll be rowing alone or with others.

Testing: Test prior to the event or take your chance on Regatta Day.

Judging: Trophies/ribbons will be awarded in the following categories:

Fastest Boat (first, second, and third place) –. Boats will be timed around a closed course. After three heats, the three boats with the fastest average times will race a fourth time head-to-head to determine the winner. Each boat will have two people in it for racing, but if desired, rowers/riders can be exchanged after each heat. In the event of a tie, additional match races may be ordered by the judges to establish the winner.

Best Overall Design – (first and second place) Prior to the racing, the judging staff will examine all vessels and select the vessel whose construction and appearance are deemed to be the most elegant, including special consideration for theme and presentation. One member of each crew will be allowed to "explain" their vessel's design, theme, and significance.

OUTPOST RACER

- Best Design
- Racing

Official Rules and Specifications for Outpost Racer

The Design category will have first, second, and third place trophies. The Racing category will have first, second, and third place trophies in each of three divisions: Discovery Rangers, Adventure Rangers, and Expedition Rangers.

If you want to enter just the racing event and compete for the racing trophies, your outpost will build the standard racer. Plans are shown on the next pages for those needing to build a racer this year.

If your outpost desires to compete in the design category and compete for the design awards, then your “vehicle” must be theme related and must be raceable.

Your outpost may enter both the Design and the Racing events with the same vehicle. Of course, it will have to be theme related. Each outpost may enter one vehicle. Bring cars on Monday before supper for inspection and judging. Please make sure you have the Outpost Number on the car.

Outpost Racer Racing

Downhill Racers will check-in for safety pre-inspection on Monday before supper. The final inspection (if changes had to be made to the racer) will be the morning of the race. The Camp Safety Coordinator will make the final decision on all racing decisions.

1. Cars must meet specifications for width of wheelbase, length of wheelbase and type and size of wheels. See next page for specifications. The racer frame must be made of wood.
2. Drivers who crash into other racers will forfeit that race. The other racer/driver will automatically be declared the winner. This forfeiture decision is made by the judges at the time of the race and is a non-contestable decision.
3. A vehicle that is judged unsafe by the racing judges will not be allowed to race. This vehicle may be entered in the Design competition if it meets design specifications. This rule will not be “nit-picky” but will be used to disqualify obviously unsafe vehicles. Two or more judges must concur to disqualify a vehicle as unsafe.
4. One car may compete in all three divisions of the racing event: Discovery Rangers, Adventure Rangers, and Expedition Rangers.
5. Each car must have an approved bicycle or motorcycle style helmet for the inspection. Drivers must wear a helmet while racing.
6. Rope steering must be permanently attached to the car’s steering axle.
7. The driver must wear a seat belt that is firmly attached to the frame. No bungee cords or rope.
8. Wood blocks must be secured to front axle at 1/8” on either side of mainframe (E) to limit the turning radius and help prevent oversteering while racing. See Item B on the design sheet.
9. Wood panel must be secured to front axle support to keep boy’s feet off ground and can be used as a braking device. See Item D on the design sheet. Other braking devices are permissible.

Outpost Racer Basic Design

These plans are provided to assist in the design and construction of your outpost racer. There are four (4) main requirements for qualification in the racing and the design events: 1) Length of Wheelbase, 2) Width of Wheelbase, 3) Size of Wheel, and 4) Rope Steering. The plans below are a guide. If you are building a new racer, please build it with the Pow Wow theme in mind. Have a great time with your racer.

Required Dimensions

1. Length of Wheelbase – from center of front axle to center of rear axle = no less than 42" and no greater than 50".
2. Width of Wheelbase – from center of left wheel to center of right wheel = no less than 27" and no greater than 32".
3. Wheels - No ball bearings and/or sleeved hubs. Plastic or neoprene hubs only. No less than 7" in diameter & no more than 9" in diameter. Lubricant on hubs & axles OK.

Basic Outpost Racer

A = 2" x 4" x 27" wooden axle supports.

B = Wood blocks secured to front axle at 1/8" on either side of mainframe to limit steering

C = 1/2" x 5", bolt with necessary washers & nuts for steering axle.

D = 15" x 23" x 1/8" wood panel.

E = 2" x 6" x 52" wood main frame.

F = 12" x 18" x 3/4" wood seat back

G = 12" x 18" x 3/4" wood seat

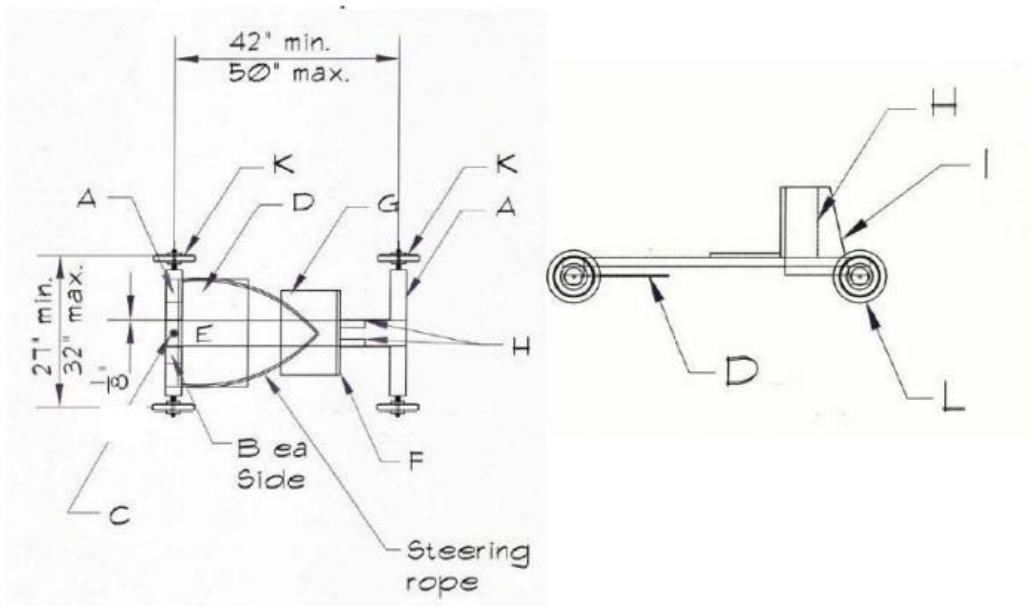
H = 2" x 6" x 12" back support posts (2 needed)

I = 1/8" back support panels, 7 1/2" at top, 15" vertical, and 11" across bottom.

J = U-bolts to secure axle e (min. 2 per axle)

K = Wheels, see required dimensions

L = 1/2" steel axle or equal



LINKS FOR FORMS

As much as possible, we encourage online registration. Take advantage of the “Save and Resume” feature of the online forms. If your form is only partially complete, save your progress to receive an emailed link that will allow you to pick up where you left off. This link can be shared with pastors and parents to help in getting the necessary signatures.

If necessary, however, a printable version of the registration forms may be used to collect needed information and signatures. There is a separate download button on the website for the printable version of the forms.

OUTPOST REGISTRATION FORM

https://www.cognitofrms.com/TNRoyalRangers/_2025TNPOWWOWREGISTRATIONFORMOUTPOST

BOYS REGISTRATION FORM

https://www.cognitofrms.com/TNRoyalRangers/_2025TNPOWWOWREGISTRATIONFORMBOYS

ADULT REGISTRATION FORM

https://www.cognitofrms.com/TNRoyalRangers/_2025TNPOWWOWREGISTRATIONFORMADULTS

PASTOR REGISTRATION FORM

https://www.cognitofrms.com/TNRoyalRangers/_2025TNPOWWOWREGISTRATIONFORMPASTORS

JLDA REGISTRATION FORM

https://www.cognitofrms.com/TNRoyalRangers/_2025TNJLDAREGISTRATIONFORMBOYS

FCF ADVENTURE FORM

https://www.cognitofrms.com/TNRoyalRangers/_2025TNFCFADVENTUREREGISTRATIONFORM

RANGER RUN AND NATURE WALK 5K

https://www.cognitofrms.com/TNRoyalRangers/_2025TNPOWWOWRANGERRUNNATUREWALK5KForMISSIONS

PAINTBALL LIABILITY WAIVER FORM

https://www.cognitofrms.com/TNRoyalRangers/_2025TNPOWWOWPaintballLiabilityWaiver

COMPETITION ENTRY FORM

https://www.cognitofrms.com/TNRoyalRangers/_2025TNPOWWOWCOMPETITIONSENYFORM

POWWOW PATHFINDER APPLICATION FORM

https://www.cognitofrms.com/TNRoyalRangers/_2025TNPOWWOWPATHFINDERAPPLICATION

PAYMENT INFORMATION

Pay with credit card or PayPal at <https://tnrangers.org/tn-pow-wow/>

or

Checks payable to "*Friends of Rangers*" may be mailed to:
Steve Iles, 1202 Abernathy Way, Mt. Juliet, TN 37122