

Important Stuff:

Please read with your unit prior to checking in. Set up your camp and then come to the Blackfoot Fort and register your unit. Registration needs to take place before 8:00 pm.

Camp Rules:

There will be no campfires within the campsites. Camp only in designated campgrounds. Unload your car and quickly move it to the designated parking area. No cars can be parked in the camping area or on the road. Knives and hawks must be carried safely and securely, and used only in the designated areas and with adult supervision. No exceptions. Any dangerous display or play with these items and they will be confiscated and added to the Boosway's personal collection.

Checking In:

Check in will be at Blackfoot Fort. When you check in you will need to show us your Tour Permit. You will receive the official Schedule, Map and Competition Score Sheet. Please have the Score Sheet filled out before the start of the Colter Run. We will attempt to adhere to the times listed on the schedule. Be aware of where your team is supposed to be at all times. You will be given your Rendezvous Participation Medallions at the awards ceremony. During registration you will have the opportunity for your adults to volunteer to help us run activities on Saturday.

The Trapper's Camp:

After your unit sets up their campsite, and you register, encourage your young men to come to the Blackfoot Fort and spend some time in the Trapper's Camp. There will be demonstrations, displays and the Trappers will help your Team understand what being a 'Mountain Man' is all about.

Campfire Hoo-Rah:

The campfire Friday night is not just for entertainment, but also for valuable information. Please have your unit to the campfire bowl on time to enjoy a fun mountain man evening. Following the campfire they can enjoy cooking their Rocky Mountain Woofams at Blackfoot Fort.

Leaders Meeting:

There will be a short leaders meeting following the campfire. Questions will be answered and information given concerning the next days activities.

Saturday Morning:

Be on time for breakfast, the flag ceremony and the start of the skills and games. The skills and games in the morning have four purposes. **First** is to learn the skills needed for many of the tests of the Colter Run. **Second**, to determine who in your unit is best at each of the individual skills, of the Colter Run. **Third**, the morning activities will determine the individual winners for the best blackpowder shooter, archer, knife thrower, hawk thrower, caber and cannon ball tosser. **Fourth**, to have fun. Adult unit leaders will be able to compete in the Blackpowder Shoot, Hawk Throw, Knife Throw, Caber Toss and the Cannonball Toss. Awards will be given winners in these categories. Adult Blackpowder shoot will continue during the Colter Run.

The Colter Run:

A team needs to be made up of a minimum of **four** and a maximum of **six** scouts. If you have less or a few extra, we will assist you in completing your team. We need to know this information on Friday night at Check-in. The following skills: blackpowder shooting, knife throwing, archery and hawk throwing will be done by your choice of the best person on the team at this skill. This will be determined at the morning skills and games. A scout can only participate in one of the individual skill competitions during the Colter Run. So the team needs to determine who will be the best at each of the four skills. The other skills in the competition will require the entire team. Adult leaders are not to assist their units during the Colter Run Competition, unless the scouts are bleeding to death.

After the Colter Run:

Sassparella Ice Cream Floats will be waiting for you at the end of the Colter Run. Come to Blackfoot Fort, cool down and be prepared for the Awards Ceremony. We will have a place at the Blackfoot Fort to have your unit photographed in their Mountain Man finery by a professional photographer. There is no charge for this.

Closing Ceremonies:

We will meet in Blackfoot Fort (bring your chair!) for the closing and awards ceremonies. We will be presenting awards for the Colter Run, and the skill events. We also will be presenting awards for the best looking mountain men. The Boosway will present the **Jim Bridger** Top Unit Award to the unit that earns the most points throughout the rendezvous and the Boosway's Award to the top Mountain Man Unit. Judging for the Best Looking **Mountain Man** Award will take place prior to the awards. Your boys need to come in their outfits if they want to be judged. If you cannot attend the closing, you had better have a darn good reason or we will pass on any awards your unit or scouts earned to the next team or individual.

