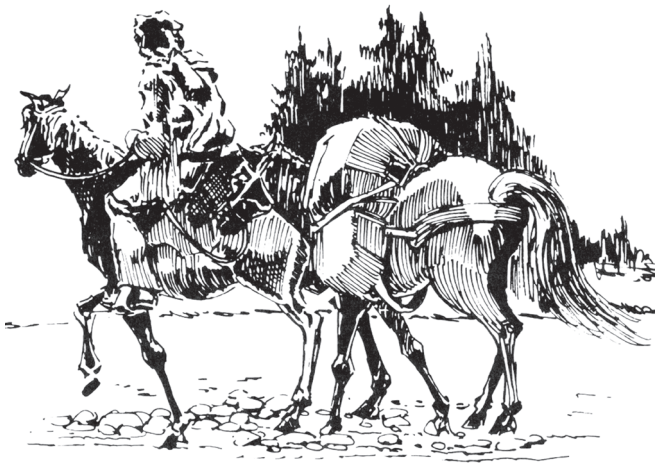
Important Stuff:



Please read this with your unit prior to checking in. Set up your camp, move your vehicles and then come to the Blackfoot Fort and register. Registration is from 5:00 pm until 8:00 pm. Late registration is after the campfire program.

Camp Rules:

There will be no campfires within the campsites. You may cook on charcoal if it is off the ground. Be prepared to properly dispose of the burned charcoal. Camp only in designated campgrounds. Unload your car and quickly move it to the designated parking area. **Do not park your car in the campsite to unload. Park on the road. No overnight parking is allowed 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 Booshway'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 on Saturday morning. 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 a voucher for your Rendezvous Participation Medallions. Take the voucher to the Bold Eagle Trading Post to pick up your Participation Medallions. During registration you will have the opportunity for your adults to volunteer to help us run the various activities on Saturday. Please plan on at least one adult from each unit volunteering.

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. The Bold Eagle Trading Post will be open to sell it's wares of mountain man gear, plus Rendezvous T-Shirts. We will also have an Indain Blanket Trader for your scouts to bargan and trade goods with.

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 the scouts will be dismissed so they can enjoy cooking their Rocky Mountain Woofams at Blackfoot Fort. The adults will remain for a short Leaders Meeting.

Leaders Meeting:

There will be a short leaders meeting in the campfire bowl following the campfire. All adult leaders need to attend. Questions will be answered and information given concerning the next days activities. This is where we will combine scouts from the smaller units to make up teams for the Saturday activities and competition.

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. The Adult Blackpowder shoot will continue during the Colter Run. Adult volunteers will have time to compete.

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. Please, if you feel you must follow them, follow them silently. Let them run as a team. The best place for a leader is at the finish line cheering them on and congratulating them on a job well done.

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 thier Mountain Man finery by a professional photographer. There is no charge for this.

Closing Ceremonies:

The closing and award ceremony will take place in the Blackfoot Fort immediatly following the Sassparella Ice Cream Floats, (bring your chair). 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 Booshway will present the Jim Bridger Top Unit Award to the unit that earns the most points throughout the rendezvous and the Booshway'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 we feel a boy has been 'dressed' by his leaders for this judging, they will be disqualified. 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.