

2016 Texas Hills District Winter Rendezvous February 19-21, 2016 Bear Creek Scout Reservation Search and Rescue



Welcome to the 2016 Winter Rendezvous! The following information is provided as a guide to the weekend's activities. Any questions should be addressed to Darlene Karthaus, Event Coordinator, at DarleneSK@aol.com or call 830-459-3384.

Registration: All units are encouraged to register online at <http://www.alamoareabsa.org/Event.aspx?id=4094>. Online registration ensures that the unit will have a pre-assigned camping area that fits its needs. The fee of \$7 per person includes \$2 facility use fee, \$1 ammunition fee, patch, awards, and other event expenses.

Arrival: All units will check in on arrival at the Environmental Pavilion in the Lower Valley at Bear Creek Scout Reservation. Campsites will be set up in the Lower Valley. Vehicles may be driven to the assigned camping area to unload, but only the vehicle attached to the Scout/Crew trailer will remain close to the campsite. All other vehicles will park outside the gate by the bathrooms.

Payment. Please be sure to bring your council receipt of payment and cash or check for any additional campers. You will be given a receipt for any payment made on site. On-site registration is \$10 per person.

Medical Forms and Youth Protection Certification. When checking in, leaders should have (and will keep) Parts A and B of BSA Medical Form for their Scouts, Venturers, and leaders. Also, YPT certification will be checked for all adults. Please have that available.

Meals, water, and bathrooms. All meals will be the responsibility of the units. There will be a cracker barrel for leaders on Friday night, but breakfast, lunch, and dinner on Saturday, and breakfast on Sunday will be in each campsite. There is water available and the bathrooms in the Lower Valley will be open. Water will be available in iced coolers on Saturday, so bring a cup or water bottle.

Cooking, Fires and Camping. Troops will be camping in various locations around the flagpole in the lower valley. Fire rings may be set up at the campsites, but they must be completely broken down on Sunday before leaving. An alternative might be above ground / pit / buddy burners or stoves for cooking. Troops/Crews will need to provide their own charcoal and Dutch Ovens to enter the Dutch Oven cooking competition.

Events. The following opportunities will be offered for the Scouts/Venturers:

Archery Range – The archery range will be open to all Scouts/Venturers from 9 – 12 on Saturday. Archers will receive a safety briefing before shooting. Archers will shoot on a rotational basis, coming and going freely through the morning. Scouts/Venturers may not bring their personal

Leaders' Guide

bows or arrows. Competition will start at 2:30pm. A BSA certified Archery Range Safety Officer will run the archery range.

Rifle Range – The rifle range will be open to all Scouts/Venturers from 9 – 12 on Saturday. Upon registration each Scout/Venturer will receive a ticket for 20 rounds of .22 ammunition that they will need to shoot at one visit to the range. They may buy more at registration 20 rounds for \$1. They will be given a ticket that can be turned in to the rifle range RSO if the Scout/Venturer wants to shoot again. Any tickets not used will be reimbursed at the end of the event. Scouts/Venturers will be required to attend safety training prior to entering the range area. Scouts/Venturers will be required to stay seated on the benches until instructed to proceed to the shooting line. Scouts/Venturers will not touch the firearms until instructed to do so. Eye and hearing protection will be worn at all times. Any Scout wanting to complete the shooting portion of the rifle MB will be required to have their completed MB workbook with them for review. No horse play will be allowed at the range; the offending individuals will be asked to leave. Offending individuals may be reported to their Scoutmaster or Crew Advisor. Scouts/Venturers may not bring their personal firearms or ammunition. An NRA certified Shooting Sports Range Safety Officer will run the rifle range.

Team Building Activities. Scouts/Venturers will have an opportunity to learn to work together on communication skills, leadership skills, and working as a team in these fun, challenging activities. No previous knowledge is needed. No materials are required. Just show up with a winning attitude.

First Aid. Scouts/Venturers should come prepared with a personal first aid kit. Scenarios will be set up for Scouts/Venturers to practice some basic first aid skills.

Search and Rescue. Scouts/Venturers should come prepared with a compass, pocket knife, flashlight, and basic orienteering knowledge and map reading skills. Scouts will work on Search and Rescue Merit Badge requirements. Venturers will count this instruction as a Personal Growth requirement. Scouts/Venturers will work as a team to complete a mission.

Competitions. The following competitions will be available for Scouts/Venturers.

Campsite Inspection. At 2:30pm on Saturday, judges will begin to evaluate campsites for cleanliness, patrol method, safety, flag display, troop/crew and patrol identification, and layout. This is a troop/crew competition with ribbons for 1st, 2nd, and 3rd places overall. See attached evaluation form.

Camp Gadgets/Pioneering Projects. At 3:00pm on Saturday, judges will begin to evaluate camp gadgets for use of lashes and knots, creativity, stability, originality, and usefulness. Entries for camp gadgets can be by patrol or troop/crew. There is no limit of entries for this event. Ribbons will be awarded for 1st, 2nd, and 3rd places overall. See attached evaluation.

Dutch Oven Cooking. At 6:30pm on Saturday, judges will begin to evaluate Dutch Oven entries. Entries will be taken to the Environmental Pavilion to be registered no later than 6:15pm. Entries may be submitted by patrol or by troop/crew. There is no category separation. Entries may be main dishes, side dishes, desserts, breakfast dishes, breads, or any other food item

Leaders' Guide

prepared in a Dutch Oven. Entries will be evaluated for eye appeal, flavor, and originality. There will be ribbons awarded for 1st, 2nd, and 3rd places overall. See attached evaluation form.

Skills. During the afternoon, the Rifle Range, Archery Range, Team Building Area, and Search and Rescue Area will be conducting "challenges" that Scouts/Venturers will be evaluated on. Ribbons will be awarded to individual high scores, patrol high scores, and troop/crew high scores for 1st, 2nd, and 3rd places. See attached evaluation forms.

Relay Race. The relay race will be run at 3:00pm. Each patrol/troop/crew will be allowed to enter up to 4 competitors for a relay race involving teamwork, pioneering, compass reading, map reading, first aid, emergency preparedness, search and rescue, and personal fitness. Ribbons will be awarded for 1st, 2nd, and 3rd places by entry.

Other activities.

Capture the Flag. Participants will meet at the flag pole at 3:30pm. A game of Capture the Flag will be run in the parking field from 3:30pm – 4:30pm. Troops/Crews will be issued a flag and two pennants. The flag is worth 25 points; the pennants worth 10 points. The troop/crew collecting the most points by 4:30pm will be recognized at the campfire. See attached Capture the Flag Rules.

Campfire Program and Order of the Arrow Call out Ceremony. At 7:30pm, Scouts, Venturers, Scouters, and Advisors will gather in the E. Urner Goodman Memorial Ring – Amphitheater for the campfire program to recognize winners of competitions, perform skits, sing songs, and hold an Order of the Arrow Call out Ceremony. Bring troop/crew flags, patrol flags, and lots of Scout Spirit!

Scouts' Own Service. On Sunday morning, Scouts, Venturers and Scouters will gather at the E. Urner Goodman Memorial Ring – Amphitheater for a closing ceremony prepared by the Chaplain's Aids of each troop/crew. Please identify a Scout/Venturer to serve in this role. A Scout is reverent.