

# Varsity Scout Blackfoot Fort Mountain Man Rendezvous Competition Information

This information will explain the various competition events and the awards at the Varsity Scout Blackfoot Fort Mountain Man Rendezvous.

## Individual Event Awards:

These are the awards given for the individual competition events on Saturday morning. The skills and games in the morning have four purposes: First, to learn the skills needed for many of the tests of the Colter Run. Second, to determine who on your team is best at each of the individual skills of the Colter Run. Third, the morning activities will determine the individual winners for Blackpowder, Archery, Knife and Hawk Throwing, Caber and Cannonball Tossing, Weasel Huntin' and Mtn. Man Frisbee . Fourth, to have a good time. Adult unit leaders will compete in the Blackpowder, Hawk and Knife Throw and the Caber and Cannonball Toss. Awards will be given for first, second and third place for adults and scouts. The Caber and Cannonball Toss will have awards for 14-15 and 16-18 years old divisions.

## The Infamous Colter Run:

This is the activity held Saturday afternoon. Each competitive team has to be made up of four to six scouts. (These teams need be made up prior to the activities Saturday morning.) The teams will be assigned their starting event for the Colter Run by random drawing. They will have to go to each of the ten events listed on their Colter Run Scorecard. After the first event, they may go to the events in any order. The entire team must arrive at the event before they can compete. Four of the events will have only one member of the team compete. They are hawk and knife throwing, archery and blackpowder shooting. Each of these events will require a different member of the team to compete. After the task has been completed, the team will move on to the next event of their choice. The winning places are determined by which team crosses the finish line first. How well they perform in the events makes no difference in the overall outcome; you just have to finish the assigned task before you can move on to the next event. So, you need to finish the task as quickly as possible. This event is to teach the scouts team building skills. Leaders are not to assist the boys. A team whose leaders are found to be assisting the scouts in any way, such as helping them determine which event to go to next or how to accomplish a task can be disqualified from the competition.

## The Booshway's Award:

This award is given at the closing ceremony. It is given to the unit that does the best job representing a group of mountain men. Judging is the sole responsibility and at the total discretion of the Booshway. Things that he looks for are: all the boys and the leaders are dressed as mountain men; their camp is representative of a mountain man camp. Also, he looks to see if a unit has that 'esprit de corp' and works as a team with all involved. A team that gives service to better the rendezvous itself will attract the attention of the Booshway.

## **The Best Mountain Man Camp Award:**

This is a new award for the 2013 Rendezvous. Camps will be judged on Saturday. Things that will be considered are proper primitive tentage, flags, signs, camp equipment etc.. Any modern day equipment should be out of view or covered.

## **The Jim Bridger Top Unit Award:**

This award is given to the unit that accrues the most points throughout the rendezvous. A team collects points by doing the following: Points are awarded to teams that volunteer to assist in the campfire and flag ceremonies. (You volunteer for these by checking the appropriate box on the registration form.) The teams are selected on a first to volunteer basis.) The team gets points for any first, second or third place individual awards won during the morning activities as well as the Colter Run. Adult leaders results in the morning competition will not be given points toward this award.

The team that won the individual events will receive fifteen points for first, ten points for second and five points for third. Participation in the campfire or flag ceremony is worth ten points. Winning the Colter Run is worth twenty points for first, fifteen for second and ten for third. Units will receive ten points if their leaders assisted in the running of events. This is ten points only, no matter how many leaders volunteer. The Booshway has the right to award points for actions during the rendezvous that deserve special recognition. This is at the Booshway's discretion and also comes from recommendations of rendezvous staff members.

## **The Best Dressed Mountain Man Award:**

This coveted award is given to the scouts who have done the best job dressing as mountain men. Some of the things that are looked for are authenticity, complete outfits, originality and style. Certain members of the Booshway's staff will judge the scouts Friday Night, Saturday morning at breakfast, during the opening flag ceremony and at the Closing Award Ceremony. We will give this award to the eight or ten best dressed scouts. They do not have to be from the same unit. This is an individual award. The scouts that want to win this award must come to the closing ceremony in their outfits. Please do not dress up the boys with parts and pieces from the adult leaders or other scouts. This could result in the scout being disqualified. They should be competing with the outfit that they put together and wore to the Rendezvous.

## **Mountain Man Raffle:**

The Mountain Man Raffle takes place at the closing ceremony. Any scout or leader who makes an attempt to dress as a mountain man will receive a ticket as they enter the Awards Ceremony. In the past the raffle has included handmade knives, tomahawks, mountain man items, lanterns and whatever mountain man gear we can find to put into it.