

2018 Georgia Pow-Wow Schedule

Thu, 27 Sep

1:00 pm
Early Arrivals

Fri, 28 Sep

1:00 pm – 7:00 pm
Registration (cafeteria)
Camp Setup
Activities Setup
1:00 pm – 5:00 pm
Obstacle Course
Archery Range
BB Gun / Air Rifle
Swimming
7:00 pm
Commanders Meeting (gym)
7:30 pm – 9:30 pm
Service (visitors welcome)
9:30 pm – 11:30 pm
Late supper (pizza party)
Concessions Open
12:00 am
Campsite / Lights Out

Sat, 29 Sep

6:30 am
Wakeup
7:00 am – 8:00 am
Breakfast
Late Registration (cafeteria)
8:30 am
Announcements
RR Missions March
Devotion (gym)
9:30 am – 12:00 pm
Pow-Wow Activities
FCF Village Open
12:00 pm – 1:00 pm
Lunch
1:00 pm – 4:00 pm
Pow-Wow Activities
FCF Village Open
3:00 pm – 5:00 pm
FCF Trade Blanket
4:00 pm (visitors welcome)
Seneca Run (FCF village)
5:00 pm – 6:30 pm
Supper
7:30 pm – 9:30 pm
Service (visitors welcome)
9:30 pm – 11:45 pm
Movie Night (gym)
Concessions Open
10:00 pm – 11:00 pm
FCF Social
12:00 am
Campsite / Lights Out

Sun, 30 Sep

6:30 am
Wakeup
7:00 am – 8:00 am
Breakfast
8:30 am
Announcements
Awards / Patches
Devotion (gym)
9:30 am – 12:00 pm
Break Camp
Camp Clean-up

Pow-Wow Overview

Georgia Pow-Wow is scheduled for September 28-30, 2018 at Timber Lake Retreat Center in Forsyth. Outposts have the option to either camp or stay in the dorms (additional fees apply). However, dorms will only be available Friday and Saturday night. Outposts are permitted to arrive early on Thursday after 1:00 pm, but are restricted to the camping area. Five meals will be available during pre-registration for those outposts selecting the camp provided meal plan. First meal offered will be Friday supper (pizza party) after the conclusion of the evening service. For outposts choosing to provide their own meals, cooking is restricted to gas stoves and charcoal grills. Outposts should plan accordingly to be on time for all activities and maintain adherence to the camp schedule.



This year's Pow-Wow theme is based on the hit TV series, *Forged in Fire*, televised weekly on the History Channel. The camp motto has a slight twist though; it's called, "**Forged in HIS Fire!**" Spiritual inspiration is drawn from Acts 2:3-4 which says, "**And there appeared to them tongues as of fire distributing themselves, and they rested on each one of them. And they were all filled with the Holy Spirit and began to speak with other tongues, as the Spirit was giving them utterance.**" Our desire is that each participating Royal Ranger at camp have a personal encounter with God's mighty Holy Spirit and that they would leave anointed to spread the Gospel and further the Kingdom of God.

This year, Pow-Wow will offer fun and exciting activities associated with the traditional art of blacksmithing. On Saturday, Royal Rangers will receive hands-on instruction from local blacksmiths and make a take home project (steel striker). Rangers will also have time to enjoy their favorite Pow-Wow activities such as swimming, archery, air rifle/BB Gun and the challenging obstacle course.

Also, on Saturday afternoon, outposts will have the opportunity to participate in an FCF sponsored trade blanket and compete in a team Seneca Run. All Rangers are highly encouraged to bring items for trade such as: antlers, turtle shells, tins, arrowheads, feathers, old coins and patches. Leaders are also encouraged to help their Rangers practice their frontier skills well in advance. Awards will be presented immediately following the Seneca Run to the fastest teams in each Royal Ranger age group. For more details, refer to the Seneca Run handout located in the registration packet.



Our guest speaker and worship leader this year is Pastor Justin Wright from Centerville Community Church. Justin has held many leadership roles in the church ranging from youth pastor to worship pastor, and even Kids Ministry. But his very first leadership position was as a Patrol Guide in Outpost 120 (Macon, GA). Justin is a believer that God has big plans for all of us from a young age and that the best leaders are built by strong and intentional mentors. He enjoys playing electric guitar, supporting Mercer Bears Football, and spending time with his beautiful wife Elizabeth and their new daughter Harper.

Lastly, the success of Pow-Wow relies heavily upon the volunteer support and service of our leaders. If you are a Royal Rangers Commander and are willing to assist with the planning and coordination of Pow-Wow, please send an e-mail to Ron Heatherly, event coordinator at garrcmdr@gmail.com. For all FCF members of the Okefenokee Chapter, you are highly encouraged to setup your lodge, wear your duds, bring your trade items, and showcase your trade skills in the village. Together, let's make this a memorable and exciting adventure for all Georgia Royal Rangers.

Forged in Fire – Seneca Run Race Rules

CONCEPT – The Seneca Run will be a relay style race comprised of four separate stations. Each team member in succession will perform a frontier skill, then run and tag their teammate. Once all skills have been completed to standard, time will end.

RULES –

1. Teams will consist of four (4) Royal Rangers from the same age group (DR, AR, and ER).*
2. Teams will be made up of members from the same outpost.**
3. Each team member will be required to perform an individual frontier skill without assistance.
4. Teams are permitted to use personal or outpost provided equipment.
5. Team members will not be permitted to begin their frontier skill until tagged by a teammate.
6. The race will consist of three heats; one per age group (DR, AR, and ER).
7. Race finalists will be determined from heats conducted on Saturday (see times below).
8. Failure to show 15 minutes before start time of race finale will result in disqualification.
9. Fastest three teams per age group to complete the Seneca Run will receive awards.

*If an outpost is unable to comply with Rule #1, then an outpost can form a team comprised of four (4) Royal Rangers from multiple age groups. However, the team must compete in the age group division of the oldest team member.

**If an outpost is unable to comply with Rule #2 due to low registration numbers (3 boys or less), then an outpost can form a team with another small outpost.

EQUIPMENT (provided) –

1. Steel trap
2. Tomahawk
3. Bow & Arrows
4. Flint 'n Steel

RACE HEATS –

ER – 10:00 AM
AR – 11:00 AM
DR - 1:00 PM

SENECA RACE (team finalists) – BEGINS IN FCF VILLAGE STARTING AT 4 PM

DR – 4:00 PM
AR – 4:20 PM
ER – 4:40 PM

Station 1: Set trap



Station 2: Throw Hawk



Station 3: Engage Target



Station 4: Start Fire



Start

Finish



Royal Rangers Missions March Offering Form

Church Name _____ Outpost # _____

Address: _____

City/State _____

Amount (\$)	Description
	BGMC Master's Toolbox – Catapult 700 Project 244203-000026
	BGMC Master's Toolbox – Brazil RR Uniforms, etc 244203-000016
	Speed the Light

2018 Pow-Wow Policies and Procedures

Pow-Wow Mission Statement:

The purpose of Pow-Wow is to provide each participant the opportunity to experience fun, fellowship, and spiritual fulfillment in a secure relationship with Jesus Christ.

Participation:

1. Boys and young men in grades 3 – 12 (Discovery Rangers, Adventure Rangers, and Expedition Rangers) and under the age of 18 are eligible to attend. All minors are required to attend as a member of a group or outpost.
2. Groups can be from any Assembly of God or Church of God (Cleveland, TN) church, or a church with a chartered outpost.
3. All adults (18 and older) attending Pow-Wow are **required** to have a volunteer application involving minors on file with the Georgia District of the Assemblies of God. This policy is strictly enforced for the protection of children.

Visitors:

1. Pow-Wow visitors may visit on Friday after 4:00 pm and on Saturday after 9:00 am; however, female visitors will not be permitted in campsite or dorm areas.
2. Those guests attending services are asked to consider an offering to help cover expenses. Meals are available on a limited basis through the registration office.

Registration:

1. Registration with prescribed fee must be received by the date listed on the registration form.
2. Each outpost must register and sign in all **visitors**.
3. Everyone **must** have their completed **Individual Pow-Wow Registration Form** at the time of registration.
4. At registration each outpost will be given a designated time for swimming, games, and meals.
5. Registration must be completed before campsite is setup or before moving into the dorm.
6. Dorm space will be available after 1:00 pm on Friday.

Campsites:

1. The district staff will approve all outpost campsite locations in accordance with the campsite policy.
2. Thursday night arrival and set-up is permitted, but activity is restricted to the campsite.
3. No nails or other like devices will be driven into live trees.
4. No standing trees may be cut down without district executive staff approval.

Health and Safety:

1. Leaders are always responsible for their groups. Each church should have a minimum of two leaders.
2. No adult should be alone with a boy at any time.
3. Shoes will be worn at all times except in the tents, the pool, or showers.
4. No personal bikes, motorcycles, four-wheelers, golf carts, etc. will be allowed at Pow-Wow without approval.
5. Except for specified activity times, the lake is off-limits. No fishing will be allowed during Pow-Wow.
6. "Cut and Chop" cards are required for pocketknives. Boys should not bring sheath knives.
7. Report any anthills, bee or wasp nests to the Pow-Wow Coordinator through your Sectional Commander.
8. Report all accidents to the Health and Safety Officer at the First Aid Station. Anyone suspected of having a serious injury such as a head, neck or back injury should not be moved. Send a third party immediately to the First Aid Station for emergency assistance. **No one** should be transported to the hospital without notification and approval of the Health and Safety Officer.
9. **All campers will be in their respective campsite/dorm from 12:00 am - 6:00 am. Leaders know where your boys are at all times. No exceptions!**
10. Everyone is expected to attend all assemblies and services. Leaders are expected to assist at all altar calls.
11. To better ensure the safety of participants at Pow-Wow, games or activities in the campsite will be restricted to members of the outpost only. The district staff will be the approving authority for any game or campsite activity. Any activity deemed unsafe in the judgment of the staff (e.g. zip lines) will not be approved.
12. The farm and timber land adjacent to the campsite area is strictly off-limits. Be good neighbors.
13. Each commander and boy is expected to help keep the grounds clean and litter free. Trash should be taken to the dumpster as needed.
14. Electrical or extension cords running from campsites to power outlets vicinity of shower facilities are strictly prohibited.
15. Power generators are prohibited in campsites without District Director approval. All commanders requiring access to electricity for medical purposes are highly encouraged to use the male dormitory.

Pow-Wow Parking

This policy is necessary to protect all campers from injury:

1. Always drive within the speed limit and in a safe manner. Please use sound judgment and common sense when operating a vehicle around pedestrians.
2. All vehicles will receive a pass from Security upon entering the grounds. This pass must be displayed on the vehicle dash.
3. Vehicles entering the campsite area will be given a time frame to unload equipment. Once unloaded, the operator will move the vehicle to one of the designated parking areas. Do not set up camp until all vehicles are moved.
4. Vehicle operators are required to park within a marked spot in the parking area to allow room for other campers. This may require disconnecting trailers.
5. No one may ride on the outside of a vehicle or in the bed of any truck.
6. Persons with limited mobility should contact the district staff prior to Pow-Wow. Vehicles will not be used for transport on campgrounds during Pow-Wow.

Exit Procedure

1. Break down campsite first. Security will not allow vehicles to enter the camping area until all equipment is broken down and ready to load.
2. Campsite will be policed; no trash or structures are to be left on site. Outposts will remove and take trash to the dumpsters prior to departure.
3. Notify Sectional Commander of intent to depart and request site/dorm area inspection. Once cleared, vehicle operators will receive a vehicle pass.
4. Present vehicle pass to Security. After loading equipment, outposts are free to leave.

Have a SAFE trip home!