

Rendezvous '26 ... Apr 24-26, 2026

# Rendezvous '26 Invitation Packet

## *Back to Basics*

- When:** Friday, April 24, through Sunday, April 26, 2026
- Where:** First Responder's Park, 4310 Lyell Road, Gates, New York 14606
- What:** A competition amongst Patrols
- Sign-up:** At Seneca Waterways Council Service Center by close of business on Friday, April 17, 2026.
- Cost:** Scouts and Unit Leaders: \$15.00/person
- Contact:** **Peter Miles:** (c) telephone: 766-0810  
or email [pjmiles71@gmail.com](mailto:pjmiles71@gmail.com)
- Kelly Myers:** telephone: 444-8184  
or e-mail: [kelly.myers@scouting.org](mailto:kelly.myers@scouting.org)

**Format:**

- This is a Scouts BSA overnight competition event. Non-participating scouts, unit leaders, commissioners, district committee members and other interested people may join us on **Saturday, April 25, 2026** to experience the exciting "Fur Trade Era" that existed between 1750 to the late 1800's.
- You are responsible for your own food, beverage and shelter.
- Each participating Scout Troop or Venture Crew may enter several patrols in the skills competition. Each patrol shall consist of a minimum of 5 and a maximum of 8 Scouts. Each patrol shall have no more than one Eagle Scout.
- Each patrol will compete in a series of events, with the winning patrols being decided at the Saturday night campfire.
- Participating patrols will receive beads (points) at each event depending on the effort and skill they have demonstrated. Specific milestones shall be met during that event in order to receive the beads. The Native Americans and Frontier Men / Women were thrifty and coveted the beads. The Scouts should be mindful of their meaning. The beads will be the primary scoring mechanism so keep track of them closely!
- Scouts will be able to utilize the Scout Handbook, Field Book or whatever other materials they deem helpful during the competition. Keep in mind that primitive methods and materials (used between 1750 and 1899) are preferred.

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- At the Friday evening check-in, each participating patrol leader will submit a copy of their roster, and their period style menu for Saturday (i.e.: chicken could be called “prairie hen or barnyard pheasant”). If your unit has access to actual wildlife game, that would be most accurate to the time frame. Be mindful of the time period.
- Participating patrols will be judged on the patrol skill events plus the Rendezvous event period outfit inspection, and Saturday evening meal. This is a list of the items that the patrol members will be judged on for the “period style Saturday Evening Meal”:

✓ Period outfit for <b>All</b> patrol members	✓ Contents and Quality of meal
✓ Meal prepared & served by <b>Scouts</b>	✓ Timeliness of meal
✓ Give thanks (say Grace before meal)	✓ Be mindful of the time period
✓ Hospitality of Scouts	✓ Ambiance & entertainment
✓ Cooking on wood fire / charcoal	✓ Place setting for guest

Additional equipment and supplies each patrol should have with them during the competition events on Saturday are:

- ✓ Pocketknife with lockable folding blade (with Totin' Chip)
  - **No sheath knives are allowed.**
- ✓ First Aid Kit; materials to make First Aid splints
- ✓ Extra Clothing
- ✓ Rain Gear
- ✓ Water Bottle (each Scout)
- ✓ Flashlight
- ✓ Trail Food (each Scout)
- ✓ Matches/Fire Starter/Flint + Steel/Magnifying Glass (with Firem'n Chit)
  - **No magnesium, lighters or other modern igniters**
  - **All** participants must have Firem'n Chit with them at the event in order to participate. If you don't have it you don't participate in the fire building events. This means Cub Scouts sadly cannot participate in fire building events.
- ✓ Sun Protection (sunscreen and/or clothing)
- ✓ Map and compass
  - No satellite positioning instruments
- ✓ Insect Repellant
- ✓ Whistle
- ✓ Parchment and Quill (Paper, Pen, Pencil)
- ✓ Scout Handbook
- ✓ Scout Fieldbook (optional)
- ✓ Bring interesting, period type trade items that you would like to trade with others. See our trade item guide.
- ✓ Positive attitude and Scout Spirit
- ✓ No chemical fuel stoves for cooking during the competition meal (Saturday evening meal), but ok the rest of the weekend.
- ✓ Rope. At least 20'. Multiples or longer recommended.

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Items that you should **NOT** bring: (Any 20<sup>th</sup> or 21<sup>st</sup> Century electronic items)

- ✓ Radio / Walkman
- ✓ Boom Box
- ✓ CD-Tape Player
- ✓ No modern camp stoves will be allowed for Saturday (competition) meal. Points will be deducted.
- ✓ Small television sets / electronic games
- ✓ Satellite positioning instruments
- ✓ Cell phones, I-Pods, air-pods, etc

- Decision of the judges shall be final in all events.

**Remember that this is a Scouting event.**

**All leaders are expected to follow the rules and be role models for the Scouts.**

### ***Check in***

**Where:** Lodge at First Responder's Park

**Date:** Friday April 24, 2026 (Unless other arrangements are made with Rendezvous Coordinators).

**Time:** Anytime from 5:30 PM until 8:30 PM.

- **Attachments:**

- Rendezvous '26 Invitation Packet      Pages 1 - 3      Keep this since it has valuable information.
- Rendezvous '26 Weekend Agenda      Page 4      Make sure Patrol Leaders have a copy
- Rendezvous '26 Unit Entry Form      Page 5      Turn in at **Scout Office** when you register for event.
- Rendezvous '26 – Patrol Menu      Page 6      Each competing patrol turns one in at event Check-In.
- Rendezvous '26 – Unit Roster      Page 7      Each unit will turn in this form with all youth and adults that will be in camp for the weekend. Make extra copies of this form for more than one patrol.
- Rendezvous '26 – Trade Good Guidelines Page 8

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### Rendezvous Weekend Agenda

#### Friday

- 5:30P-8:30P Troops arrive at Camp, check in, set up campsites
- 9:00P SPL and Scoutmaster cracker barrel, event overview
- 10:30P Candles Out

#### Saturday

- 6:30A Reveille
- 7:00A Troops prepare, eat, clean up morning meal
- 8:30A Morning Flags
- 9:00A Competition events begin (be sure to invite a dinner guest)
- 11:30A Troops return to campsites for mid-day meal and Troop time (Dinner guest invited by this time)
- 12:30P Competition events continue
- 3:00P Rendezvous trading/social time
- 4:00P Troops prepare evening meal (meal judged by invited guest)
- ~6:00P Guest escorted to Troop campsite for dinner
- 7:30P Campfire / Skits
- 8:30P Beads turned in
- 9:00P Buckskin awarded at flag pole
- 10:30P Candles out

#### Sunday

- 6:30A Reveille/breakfast/pack out

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## Unit Entry Form

Troop #

District: **Western Gateway**   
**Other**

Scoutmaster's Name \_\_\_\_\_ cellphone # \_\_\_\_\_

Trip Leader's Name \_\_\_\_\_ cellphone # \_\_\_\_\_ Assistant Trip Leader's Name \_\_\_\_\_ cellphone # \_\_\_\_\_

Participating Patrol Names:	# of Scouts		Amount
1.		@ \$15.00 each =	\$
2.		@ \$15.00 each =	\$
3.		@ \$15.00 each =	\$
4.		@ \$15.00 each =	\$
<b>Total Number of Scouts:</b>		<b>Scouts Subtotal:</b>	\$
<b>Total Number of Leaders:</b>		@ \$15.00 each =	\$
<b>Total Amount:</b>			\$

Payment Method:  
\* Troop Account:

\_\_\_\_\_  
(Approved signature) (Approved signature)

\*\* Check / Money Order:

Credit Card

# \_\_\_\_\_ EXP: \_\_\_\_\_

Signature: \_\_\_\_\_

\* Troop Account requires Unit Scouter's signature.

\*\* Make Checks or Money Orders Payable to: **Seneca Waterways Council (DO NOT MAIL CASH)**

**Mail ENTRY FORM to:**

**Seneca Waterways Council  
RENDEZVOUS '25 Western Gateway District  
2320 Brighton Henrietta Town Line Road  
Rochester, New York 14623**

**ALL PAID ENTRY FORMS MUST BE RECEIVED ON OR BEFORE  
Friday April 17, 2026 FOR YOUR UNIT TO PARTICIPATE.**

**Be a part of "Living History", participate in Rendezvous '26**  
For office use – account number 1-6801-115-20

## Rendezvous '26 ... Apr 24-26, 2026

## Saturday April 25, 2026

TROOP #: \_\_\_\_\_ PATROL: \_\_\_\_\_

INSTRUCTIONS

- Please complete top half only and submit this form at the **Rendezvous Check-In** on **Friday April 24, 2026**. **Each competing Patrol has to have this form filled out.**
- A staff guest and other adult guests will join you for a "period style" evening meal and entertainment on Saturday. You are responsible for providing their place setting. You will be judged on the below items.
- If you are late picking up your judge **you will lose points.**

<b>Content of Meal:</b>	
Please fill in the appropriate food names below that your patrol will be preparing, cooking and serving to its patrol members and adult guests.	
	<b>FOOD YOU WILL BE PREPARING</b>
Appetizer	
Main Course	
Meat/fish/poultry	
Vegetable	
Bread/Potato	
Other (specify)	
Beverage	
Desert	

**Judging Criteria:**

Category	# of Beads	Score
1. Content and Quality of Meal (judge on patrol ability)	<b>0 to 6</b>	
2. Period outfit worn by all <b>ALL</b> patrol members	<b>0 to 2</b>	
3. <b>All food</b> cooked over a wood/charcoal fire	<b>0 to 4</b>	
4. Meal prepared and served by Scouts (No leaders cooking)	<b>0 to 5</b>	
5. Give thanks for the meal (Respectfully and Creativity)	<b>0 to 2</b>	
6. Hospitality of Scouts	<b>0 to 2</b>	
8. Timeliness of the meal	<b>0 to 4</b>	
9. Dinner table Hospitality/Spirit/Ambiance /Entertainment	<b>0 to 5</b>	
10. Only Period Stoves allowed. <b>Modern Stoves will cost you</b>	<b>- (2 to 5)</b>	

	<b>Total Beads ( 30max )</b>	
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**GUESTS:**



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## *Rendezvous '26*

### *Trade Goods Guideline*

The Long hunters, Mountain men and Frontiers men used a system of trade and barter to sell their furs and to buy the supplies they needed for the next season.

Many things were traded besides Fur. Flour, clothing, jewelry, boots, animals, herbs, beads, crafts were among the items that would have been traded. In many areas, beads were the trading currency (money).

The objective of our trading sessions at rendezvous is to give the Scouts and Scouters a taste of the old barter / trade system. And meet others. It's really fun to bargain and trade for goods and trinkets. Try your hand and see what kind of deals you can make, but keep the trades fair for both sides. Do not take advantage of younger scouts.

Some examples of Trade Goods you might like to have to trade:

- ❖ *Anything you have made yourself*
- ❖ *Anything you think someone else might trade for*
- ❖ *Small decorative objects*
- ❖ *Furs, lace, clothe, ribbons, etc.*
- ❖ *Shiny stones*
- ❖ *Fire starters for flint and steel*
- ❖ *Good luck charms*
- ❖ *Small leather crafts or supplies*
- ❖ *Feathers*
- ❖ *Beads*
- ❖ *Patches (only modern item allowable)*

*No other "modern" items.*

Display these items on a bandana, old blanket or other 'trader clothe'. Have plenty, but remember everything must be carried in a day bag.

*Have Fun!!!*