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STXRoyalRangers.com.....

**Online Registration; Games and Shooting Sports Information;
Map/Directions to Camp Williams; Updated Powwow Information**

A 2026 STXRR Certified Worker form is REQUIRED for overnight adult campers

Please consider a later departure time on Sunday to allow your outpost to stay and assist with camp teardown. Many hands make light work!

NOTE Some Powwow activities will require preparation before camp. Please review the packet carefully regarding events and tournaments.

SCHEDULE: Due to the wide range of games and events in a limited duration, boys must make choices about what they choose to participate in. It will not be possible to “Do It All”. Please see the scheduled events that overlap and share it with your boys so they can “Choose Their Own Adventure”. 

THE CROSSOVER CEREMONY

Dear Friends of STXRR,

Every day, a spiritual battle faces every man and young man. Whether or not they realize it, that battle is real, and the stakes are eternal! Our culture in America is not suited for a male looking to grow spiritually into the godly man the Lord desires. Young men and adults alike are bombarded with issues at home, work and school and are constantly fed messages by our society about what it takes to be "a real man". In First Corinthians 13:11, Paul writes, "When I was a child, I spoke as a child, I understood as a child, I thought as a child; but when I became a man, I put away childish things." Unfortunately, our young men do not have a defined "rite of passage" that separates the beginning of their manhood either physically or spiritually.

With that need in mind, in 1998, the network leadership team developed a ceremony that introduced young men to the correct approach in crossing from a childlike mindset to accepting the responsibilities and thought process of a godly man. Since 1998, at each South Texas Powwow, we have conducted the "Crossover Ceremony" for Adventure and Expedition Rangers allowing them at an appropriate time to "crossover" into godly manhood. Starting in 2020, adult males who were interested in a rite of passage were invited to participate as well. Each participant takes a definite step with a host of witnesses who will be there to pray for and encourage him as he takes a public step of faith. Each participant will also be given a special coin that will forever be a symbol of the crossing over that took place. He can also choose to partake with

the staff in Holy Communion reminding him of what Jesus has already accomplished in his life.

The ceremony will be held Saturday night after the evening service and altar call. The ceremony is open to Expedition Rangers, adults, pastors, leaders, and personal mentors that can attend. We ask that all leaders make sure there is appropriate supervision in their camps before they attend. This is an opportunity as leaders to relate to our brothers-in-Christ and walk beside them as they journey into a deeper adventure with Christ. How we approach and treat them on this journey will have a great impact on their walk and their success in becoming a godly man. If you do not wish for your young man to participate in this memorable occasion or feel that he is not yet ready spiritually for this commitment, please communicate your decision with him ahead of time. When registering online, registrants will be able to select the Crossover Ceremony option if they plan to participate. Please encourage them to select this option before camp if they plan to participate. We hope you are as excited about sharing this opportunity with the leaders and future men of South Texas as we are!



Rev. Jason Bone

Network Director
South Texas Royal Rangers

CAMP MEALS

This year food will be prepared and served from the Camp Grill. Meals will be served in a “come and go” fashion. We hope to make this camp experience as easy as possible on all outpost leadership by requiring less time in the kitchen cooking and cleaning and more time enjoying camp while mentoring future men. Each outpost is responsible for Friday’s lunch, whether you bring it with you, eat on the way, or buy it from the snack bar on site. The snack bar will be open starting at noon on Friday. Day campers will be fed 2 meals with your outpost for Saturday (lunch and dinner). Meals will

include milk or juice (for breakfast), or tea, lemonade, or water. Sodas will be available for purchase at the snack bar. If a camper wishes to buy snack foods or extra meals, he may do so with cash. Each outpost should also bring enough water and drinks to keep their campers hydrated throughout camp. Groups are welcome to eat in their own campsites or at the group dining area in dedication grove. Please be cognizant of trash and help us keep Camp Williams beautiful. *Dietary restrictions such as allergies etc. should be considered and accounted for by each outpost.*

VOLUNTEERS

Powwow will provide each leader in the network an opportunity to serve in at least 2 time slots. There will be a sign-up sheet located at registration for each adult leader (Pastors excluded) to choose at least 2 areas of camp service, on a first come, first served basis. These opportunities will include game judges, cooks, servers, parking lot attendants, shooting sports assistants, etc. For advanced requests, please email chad@stxroyalrangers.com.

OUTPOST GUESTS

A core value of Powwow is to serve as an evangelistic camp. It’s an adventurous place for your boys to invite their friends to introduce them to Rangers and more importantly to Jesus! Please encourage your future men to invite their school friends, neighbors, and sports teammates. Help build their confidence in sharing the Gospel while you gain an opportunity to help a boy find an everlasting relationship with Jesus.

Printable posters/flyers are available on STXRoyalRangers.com to help your boys invite their friends.

THE ‘BOTTOM LINE’

The South Texas Royal Rangers Powwow is a camp with a purpose! It’s designed to energize and excite every boy in your outpost, church and community – from the youngest to the oldest. It’s a time to adventure together with your young men and to give them a taste of the many things that the church and Royal Rangers has to offer. It’s also a time of revival as we attend Spirit-filled services and worship to reach the lost as well as bolster the weary warrior. We’ve worked hard to make it as easy as possible for a local outpost or youth group to enjoy camp at an affordable cost with minimal camping gear. We’ve tirelessly sought supply, equipment and service donations for the network to maintain the lowest camp cost possible and provide a great value to each camper present. For as low as \$72 per pre-registered, chartered camper (or as low as \$84 for pre-registered, unchartered campers), participants will receive camp admission, a Powwow 2026 T-shirt, 5 hearty meals, access to more games and events than they have time for, a Velcro-backed PVC patch and a life changing experience they will bring back to their homes and schools. Come join us and invite your boys’ friends, your Pastors, and dads and let’s worship together!

PRE-REGISTRATION

All adults must pre-register to be permitted to stay overnight on the event Grounds. Due to network insurance policies, **each overnight adult camper must be listed on the signed STXRR 2026 CERTIFIED WORKER FORM on file for their outpost.** This form is available on STXRoyalRangers.com and should be turned in by Friday, April 3, 2026. It is greatly encouraged that boys pre-register as well. Boys under 18 who wish to camp overnight will be permitted to register at the gate. They must provide the required fees for admittance and must be registered using the online form submission at STXRoyalRangers.com.

Pre-registration is EASY!

- 1) Parents/Guardians must complete and e-sign the online registration for their camper (whether an overnight or day camper) at: STXRoyalRangers.com. **Printable post cards are available on STXRoyalRangers.com** to direct parents to our website and provide them with your outpost number. Adults/Leaders must complete their own registration.
- 2) Print out the Registration Confirmation sheet.
- 3) Parents/Guardians can then pay online or by submitting a check to their local Outpost Coordinator with their confirmation printout. Outpost coordinators can submit payment for the entire outpost to the network mailing address below. Please collect all the fees as indicated on the individual registration confirmation printouts and send a church check (postmarked by the deadline below) to:

STXRR
Powwow Registration
12111 Moon Harvest Ln
Cypress, TX 77433

Early Bird Discount Deadline: Saturday, February 28, 2026

Pre-Registration Deadline: Saturday, March 28, 2026

Final Registration: any time after Saturday, March 28, 2026

Adult campers may register after April 3, 2026, provided they are listed on their church's "STXRR 2026 CERTIFIED WORKER FORM"

"STXRR 2026 CERTIFIED WORKER FORMS" and payments should be submitted electronically on the STXRR Outpost Portal by Friday, April 3, 2026. **Your registration (and price discount) is not complete until we receive payment by the dates above.** Outpost coordinators can log on to the South Texas Portal and access a list of campers registered from their outpost along with payment history and registration status. Tickets may be used by any camper regardless of original purchaser, but refunds will not be issued for unused tickets.

ON-SITE CHECK-IN

A Powwow info booth will be maintained at registration for coordination and informational purposes. During registration, the Outpost Coordinator or their designee is responsible for turning in any required paperwork and paying the fees for each camper before a campsite will be issued. Upon arrival, please be prepared for your entire party to disembark the vehicle at registration. We will check in each camper and **verify every adult's picture ID** before admission. Each adult's photo ID must match his name listed on the application for admittance. A complete pre-registration will greatly accelerate this process as names, fees and paperwork will be verified in advance.

Outposts who are completely pre-registered will be admitted through an express lane and greatly expedite their process on-site. Boys registered at the gate must have had forms pre-submitted online. Payment for on-site registration or any other remaining outpost balance is due before entering camp. Any boys exceeding the outpost's total number of pre-registered boys will be charged an admission fee before entry. Unused registration fees will not be refunded. No adult registration transfers will be permitted after the pre-registration deadline. If a pre-registered boy is unable to attend, we greatly encourage you to invite another boy in his place!

OUTPOST COORDINATORS' WEB PORTAL

The Outpost Coordinator's Portal will give instant access to each outpost's registration summary. Outpost Coordinators are encouraged to apply for their access online at portal.stxroyalrangers.com.

FCF ACTIVITIES

The FCF Village will be open for viewing and demonstrations on Saturday. Those camping in the FCF Village will be displaying FCF trades, items and other skills for the enjoyment of the boys. All new members that completed their FCF requirements and attended the 2026 Frontier

Adventure in late February will be able to participate in the "Call Out" recognizing them at the Saturday afternoon assembly.

Select FCF members will also serve as our color guard for the duration of camp.

POWWOW STORE

We are preparing for the largest STXRR store selection yet! Come to Powwow Workday or arrive early Friday and visit the Powwow Store to see the all the Powwow and STXRR gear that we've got for you. Hats, shirts, hoodies, special PVC patches, polos, bags, sunglasses and more!

AWARDS

NETWORK DIRECTOR'S AWARD:

The Outpost with the most Gold (or equivalent) medals for each division will receive a traveling trophy to be kept for one year on display by the Outpost. Outposts with 20 or more campers will compete in the Blue division, while outposts with 19 or fewer campers will compete in the Red division. The receiving outpost is to return the award the following year so that it can be awarded once again. Boys will earn tickets or medals for participation in all facets of the camp. Powwow staff will also randomly award tickets throughout camp whenever they observe a boy exhibiting specific points of the Ranger Code. These will be in addition to those earned by boys who win games and competitions and outposts or sections who win team awards. Outpost numbers will be written on each wristband for your boys to quickly identify themselves. All tickets should be deposited in the master ticket box located near the store for counting.

BEST OUTPOST ENTRANCE: Medals will be awarded to each outpost in the section whose camp entrance is voted "Best in Camp". Extreme preference will be to entrances that match our theme.

BEST PATROL INSIGNIA: Points will be awarded for best patrol insignia in the Discovery, Adventure and Expedition Rangers categories.

DISCIPLESHIP TRAIL: We will provide a section of camp for leaders and Pastors to take a small group through. Both men and boys should come prepared to be challenged together. Participation awards will be provided after an adult certifies completion. Those who participate will be entered to win one of the 3 available prizes. One young man from each age group and one adult leader will be selected to choose from the available prizes.

GAMES: Participation prize tickets will be given to each boy completing a game. Winners will be given bonus tickets. These tickets should be deposited into

the camper's outpost ticket box located at the camp store for counting/scoring. Some games will result in overall camp placing which will also count

towards the Network Director's Award. Medals will be awarded for 1st, 2nd, and 3rd place in each age category.

PATROL INSIGNIA JUDGING

Conducted at the assembly area during Sunday School, the patrol items will be judged by age group. Judging will be based on originality, quality, effort expended, and appropriateness.

ASSEMBLY SKITS/HUMAN VIDEOS

We will feature a select few outposts to entertain us during service time with their best skits, human videos, and A/V productions. Slots will be on a first come, first served basis and medals will be given to participants and "Best in Class."

OUTPOST VIDEO CHALLENGE

Outposts are asked to create Powwow videos prior to camp with the suggested theme: "Why I can't wait until Powwow!" Videos should be posted to YouTube. We will link winners to the network webpage and award medals for participation and excellence. For instructions or guidance please email frank@stxroyalrangers.com.

WARRIOR RUN

Make a difference and support Camp Williams while having a blast! After Saturday evening's service, we will see the 5th annual Warrior in a night and glow in the dark format! Runners will have the opportunity to gather sponsorships to support the camp before Powwow and participate in a fun run while seeing some of Camp Williams' natural beauty. For more information, see the Warrior Run information document on STXRoyalRangers.com or contact phillip@stxroyalrangers.com.

6 MAN FOOTBALL RULES

TEAM DIVISIONS

Division 1: Teams made up solely of Adventure and Expedition Rangers

Division 2: Teams made up solely of Discovery and Adventure Rangers

Each team should be comprised of no less than 6 players, and not more than 11 players. If you have 12 or more players, please form 2 teams so that each boy will get to play more time. Every boy on the team must play a minimum of 12 plays during any one game. No one player may play quarterback for more than 3 downs and may not return to the quarterback position until 3 more downs have been played.

Teams in Division 1 level may have no more than 4 Expedition Rangers on the field at any one time, however they may have as many or as few Adventure or Expedition Rangers on the team as they want, within the player limits. Teams in Division 2 may have no more than 4 Adventure Rangers on the field at any one time.

THE FIELD

Length: 45Yds

Width: 30-40 Yds

THE GAME

The game will consist of two 15min halves (Running clock no timeouts except in case of injury and all games will take a time out at that time). There will be a 5-minute half time between halves. Time is started by the sound of a horn and will stop by the same sound, if a play has already started before the sound of the cease play horn the play will be allowed to continue.

Team to get the ball first will be decided by chance. The team that wins the toss will get the ball first while the other team will start the second half with the ball.

Teams need to wear the same color T-shirt, and must wear them tucked in. This is not a shirts and skins game and you must have a shirt on to participate. In the event two teams facing each other have the same color shirt one team will be asked to turn shirts inside out. Cleats are NOT permitted for this event any player wearing them will not be allowed to continue to play until his shoes have been changed. No sandals may be worn during the competition.

The Referee is the official score keeper and will announce the score at the start of each series.

OFFENSE

All offensive series will start at the 45 yd line. The offense must have 3 players on the line of scrimmage at the start of each play. (The center and two receivers)

The offense will have 3 downs to gain a 15yds to obtain a new 1st down. Once the offense has advanced the ball inside the 15yd line they will then have 4 downs to score.

The ball must be snapped by a center through his legs to a quarterback. The center is an eligible receiver and may catch the ball on any play!

You may have one running play per 3 downs. Each first down constitutes a new set of 3 downs. In order to run the ball, you must have no less than two exchanges of the ball, i.e., the center snaps the ball to the quarterback (one exchange) the quarterback hands the ball to the runner (two exchanges).

A muffed snap is NOT a fumble, however a bad hand off is. In the event of a fumble the ball is immediately considered down at that spot and the offense retains possession unless the ball is fumbled behind the 45 yd line and then it is a safety.

The ball may be handed backwards or sideways but not forwards. Penalty is a dead ball, loss of down

All passes may travel in any direction but must travel at least 1 yd through the air. If a pass is thrown backwards and is not caught it is considered a fumble and is down at that spot. When in doubt if the pass was backwards or not the referee will assume it is forward and will be incomplete.

Once the ball is snapped the quarterback will be given 7 seconds to “get rid of the ball” (pass or hand off). If the QB takes more than 7 seconds the play will be allowed to continue, but the referee will signal 7 seconds and will be considered a sack for no gain and loss of down, unless the defense intercepts the ball and then there will be a change of possession.

Defense is allowed to rush. The QB may NOT run. If he is rushed, he must pass or handoff the ball.

THIS IS A NON-CONTACT GAME - NO BLOCKING OR SCREENING FOR BALL CARRIER IS ALLOWED!!!

MOVING THE BALL

The ball will be placed at the 45yd line to start all possessions. The team has 3 downs to gain 15yds or more to obtain a new set of downs. If the offense has not gained a 15yd mark after 3 downs it is a turnover, and the opposing team takes over possession at the 45yd line. Each team will have to provide a ball marker for while they are on offense, this may be a playbook, a bean bag, a hat, or anything that is relatively small and does not pose any serious danger to players on the field.

The center is responsible for re-setting the ball after each play. The official will help with the accuracy of the spot.

AGAIN, THIS IS A NON-CONTACT GAME –
NO BLOCKING, CHUCKING, OR SCREENING

DEFENSE:

6 Players on defense, one may rush the quarterback on 1st or 3rd downs only, defense has one rush per series. To down a player you may touch them with one or both hands anywhere on the body below the neck, any touches above the neck will be constituted as a personal foul at the referee's discretion and will result in a 5yd penalty and automatic 1st down.

If the defense sacks the QB behind the 45 yd line, it will result in a 2pt safety for the defensive team. And like all other forms of football the defensive team then gains possession of the ball at the 45yd line.

If the defense intercepts the ball, it is returnable for a touchdown. If any player blocks or screens for the interceptor the ball will be declared dead, but the defensive team retains possession at the 45yd line 1st down. If the player successfully crosses the 45 yd line it is a touchdown, and a PAT should be tried.

SPECIAL RULES TO REMEMBER

- 1.No blocking or screening. All defensive players must stop and allow full access to a player who has intercepted the ball.
- 2.Receiver/ball carrier is legally down when touched below the neck with one or both hands. (Excessive force by shoving, pushing, or striking will be penalized with a 5 yd penalty added to the end of the run and an automatic 1st down. The player responsible may be ejected from play for rest of camp.)
- 3.Fumbles are dead balls at the spot of the fumble with the last team possessing the ball retaining possession. A muffed snap is not a fumble, and the 7.0 sec rule is still in effect.
- 4.The QB has 7 sec to pass or hand off the ball. If he hands off the ball and you have already used your run for that series the 7 sec count continues to run.
- 5.Each team will have 40 seconds to snap the ball from the time the whistle is blown for previous play to be over, delay of game penalty is 5yds if the ball is at the 45 it will be a loss of down.
- 6.Defensive pass interference will be spot foul or 10 yards whichever comes first, automatic first down.
- 7.Responsibility to avoid contact rests with the defense. No chucking, bumping or grabbing the receiver. These result in a 5yd penalty added to the end of the play and automatic 1st down.
- 8.Offensive pass interference is a 10yd penalty. If ball is at the 45 yd line, it is a loss of down.
- 9.Offensive team is responsible for retrieving and returning the ball to the spot for the next down.
10. The ball must be snapped between the center's legs.
11. No taunting or trash talk will be tolerated. 5 yd Penalty. (Ejection at the referee's discretion)
12. Four down territory occurs once the ball has moved inside the 15 yd line.
13. A first down is gained when a team passes any of the 15 yd marks (so a team could end up with a 1st and 1yd to go if they gain 29 yds on a play from the 45).
14. Fighting- anyone fighting will be ejected and sent the camp commander for further discipline.
15. Any dead ball foul against the defense but will still allow the defense to retain possession will result in their team starting with a loss of down, i.e., taunting after the offense fails to gain 1st down on a 3rd down try results in 2nd down and 15 at the 45yd line for the team that was on defense.

OVERTIME RULES

If the score is tied at the end of regulation, first possession will be decided by a coin flip. Winner of the toss decides who is on offense first. Teams will alternate 4 down series from the 15-yard line. A winner is decided when one team scores during its possession and the other does not. If 2 or more overtimes are needed each team must try for two points on the conversion attempts.

Injuries: If a player is injured during play the referee will begin to sharply blast his whistle repeatedly to gain the attention of the official timekeeper. All players are to move away from injured player and take a knee so that medical staff can attend to him.

SCORING

Touchdown	6pts
Point after attempts	1pt from the 3yd line, 2pts from the 10yd line
Safety	2 pts and Possession of ball

Teams that score will be asked if they want to go for one or two once that decision is made it is final and the ball will be marked ready for play.

ULTIMATE FRISBEE RULES

SPIRIT OF THE GAME

Ultimate stresses sportsmanship and fair play. Competitive play is encouraged, but never at the expense of respect between players, basic joy of play and adherence to the rules.

Ultimate is a non-contact and self-officiating sport. Players are responsible for their own foul and line calls. Players resolve their own disputes. Remember, as Rangers, we are:

- HONEST - We do not lie, **cheat**, or steal, and we are
- COURTEOUS - We are polite, kind, and thoughtful.

3 on 3; 3 rounds, the first to 3 or 3 minutes.

The Field: A rectangular shape with end zones at each end. 20 yards (width) by 30 yards (length) by 6 yards (endzone).

Scoring: Each time the offense completes a pass in the defense's end zone, the offense scores a point. Play is initiated after each score.

Initiate Play: Each point begins with both teams lining up on the front of their respective end zone line. The defense throws ("pulls") the disc to the offense.

Movement of the Disc: The disc may be advanced in any direction by completing a pass to a teammate. Players may not run with the disc. The person with the disc ("thrower") has five seconds to throw the disc. The defender guarding the thrower ("marker") counts out the stall count.

Change of Possession: When a pass is not completed (e.g., out of bounds, drop, block, interception, stalled), the defense immediately takes possession of the disc and becomes the offense.

Substitutions: Players not in the game may replace players in the game after a score and during an injury timeout.

Non-contact: No physical contact is allowed between players. A foul occurs when contact is made. Defender must maintain one arm length's distance from the thrower. Exception: if players are going after the disc that is still in the air.

Fouls: When a player initiates contact on another player a foul occurs. When a foul disrupts possession, the play resumes as if the possession was retained. If the player committing the foul disagrees with the foul call, the play is redone (Do-Over!)

TEAM DIVISIONS

Division 1: Teams made up solely of Expedition Rangers

Division 2: Teams made up solely of Adventure Rangers

Division 2: Teams made up solely of Discovery Rangers

Teams may include one (1) player from one group above or below if needed to have enough players. Teams may also include players from other outposts.

Each team should be comprised of no less than 3 players, and not more than 5 players. If you have 6 or more players, please form 2 teams so that each boy will get to have more play time.

Injuries: If a player is injured during play the referee will begin to sharply blast his whistle repeatedly to gain the attention of the official timekeeper. All players are to move away from injured player and take a knee so that medical staff can attend to him.

ARCHERY TAG TOURNAMENT RULES

Objective

Eliminate all opposing players or have more active players remaining when the 10-minute match clock expires.

Team Requirements

6 players per team. All 6 players must be present to compete. No substitutions during a match

Match Format

Single-elimination tournament. Each match lasts 10 minutes. Clock runs continuously unless stopped by officials.

A Match Ends When:

One team is fully eliminated, OR Time expires.

If time expires:

Team with more players remaining wins.

If tied → Sudden Death

Starting the Match

1. All players begin touching their back boundary line.
2. Arrows are placed on the center line.
3. On the whistle, retrieve arrows.
4. You must return fully to your half before shooting.

You Are OUT If:

- You are hit by a live arrow
- Your arrow is caught before touching the ground.
- You step on or cross any boundary line.
- You cross the center line.

Catch Rule

If you catch a live arrow:

- The shooter is OUT.
- One eliminated teammate returns to play.
- Returning players re-enter from the back boundary line.

A live arrow is one that has not touched the ground since being fired.

Boundaries

- Always stay on your team's half of the field.
- Stepping over a boundary line = OUT.
- Leaning is allowed. Stepping across is not.

Sudden Death (If Tied)

- Play continues without a timer.
- One hit is an instant victory.

CARDBOARD DERBY RULES

South Texas is proud to host a Cardboard Car Derby again this year at Powwow with a twist! **We're asking participating outposts to make a military-themed vehicle for this year's derby!**

Outposts should construct their cars prior to camp and bring them for Race Day during Powwow 2026. Cars may be constructed of cardboard and other soft, biodegradable materials. Wood, metal, and plastics are not permitted. Cars may use glue or tape as adhesives. Cars must hold at least 4 boys and will utilize the boy's legs as "wheels".

There will be 3 racing events, a Discovery Rangers class race, an AR/ER class race, and an all-age Demolition Derby. An outpost may enter up to 2 cars, and each car may be reused for every race. Each car must race with 4 correct-age occupants OR every boy from that outpost's age group(s) if they have fewer than 4.

NASCAR style racing will be held during morning assembly on Saturday.

Demolition Derby will be held during the afternoon assembly, and every car will race at the same time. Knocking down, or being knocked down by, another car will result in elimination of both cars. When all occupants can no longer remain in a car (due to destruction) that car is eliminated. Last car "together" wins.

Medals will be Awarded in the following categories:

- Participation
- Design:
 - o Most Thematic
- Race:
 - o 1st, 2nd, 3rd in Discovery, Adventure, and Expedition Rangers
- Demolition Derby:
 - o Last survivor (or most intact at time limit)
 - o Most Spectacular Demolition (all cars involved)



POWWOW MAP

Powwow will be held at the South Texas Royal Rangers Campground known as “Camp Williams” South of Hallettsville Texas. The map below is for general reference. A more detailed map and directions will be available on STXRoyalRangers.com.

1345 County Road 444, Hallettsville, TX 77964



SPECIAL POLICY NOTES TO LEADERS

CHARTERING: Powwow is open to chartered and unchartered outposts and groups. Outposts and individuals attending Powwow who plan to charter need to do so prior to submitting their pre-registration to be eligible for applicable discounts. Charter status will be determined on the date of submission/ postmark. **NOTE: Chartered outposts will receive chartered discount pricing for boys and leaders up to the number of each chartered for the current year. Additional attendees, including visitors, will be charged the non-chartered price.**

PARTICIPATION/VISITORS: Powwow has been designed for Discovery, Adventure, Expedition Rangers, and male leaders. Pastors, outpost committee members, dads, deacons, and other leaders are welcome to attend, but must be listed on the “STXRR 2026 CERTIFIED WORKER FORM” in the forms section. All adults 18 years of age and older that attend must be listed and approved via signature from a pastor on behalf of the leader’s church. *Ladies are welcome to participate during the Saturday visiting hours listed on the camp schedule. For privacy reasons, we ask that female visitors always remain outside of the camping areas. Visitors are required to always comply with all camp rules.*

CONDUCT: There will be absolutely no tobacco, alcohol, or illegal drug use or possession tolerated at any time. The pond is off limits except when specifically permitted and supervised by a **Powwow staff member** during specified games and activities. Please make outpost visitors aware of these guidelines. Leaders are expected to always monitor the behavior and location of their group. The Head Security Officer and FCF “Old Timers” (adults) will also be patrolling the area to ensure safety and to enforce the nightly curfew. There will be State Certified Peace Officers available for any security situations that may arise. **No concealed or open carry is permitted at Powwow.** We reserve the right to ask any visitor, participant, or staff member to exit the premises for any conduct we deem unacceptable. No refunds will be issued.

DAY PASSES: Day passes are a great option for those who want to come visit and spend the day Friday or Saturday. Participants who register for a day pass will still have their scores counted in competitions, receive a patch, and enjoy 2 great meals. Adults who are not staying overnight will not be required to pre-register to be issued a day pass. Early registration day passes for leaders, Discovery, Adventure and Expedition Rangers and other guests are \$35 for chartered outposts and \$40 for non-chartered outposts. Day pass and visitor hours include:

FRIDAY - 10 AM until the evening service ends

SATURDAY - 9 AM until after the Crossover ceremony

RANGER KID ACTIVITIES: Ranger Kids and their leaders will also find several activities specifically designed for them on Saturday. Ranger Kids are encouraged to attend Saturday and take part in all the age-appropriate activities. **Early registered chartered Ranger Kids will be admitted for a \$27 registration fee (\$30 for unchartered Ranger Kids)** which will include one (1) Powwow patch, (1) Powwow T-shirt (*guaranteed only if registered by Saturday, March 28*) and participation in the Ranger Kid activities and services. **Just like those purchasing a day pass, Ranger Kids who register will receive 2 meals.** Hours for Ranger Kids are 9 AM until immediately following the Saturday evening service.

ARRIVAL AND DEPARTURE: Please do not plan to arrive at Powwow prior to 10:00 am on Friday. All outposts should plan to leave the area no later than 2:00 pm on Sunday. All campsites will be inspected and approved by a camp staff member (or appointee) before your outpost will be able to leave the property. We are stewards of the land that the Lord has allowed us to utilize and want to treat it as such.

PATROL/OUTPOST INSIGNIA: Please bring your groups' patrol insignias to Powwow and carry them to all group meetings. We will have patrol insignia judging as an outpost competition. Judging will occur during Sunday School by the Powwow staff.

LEAVING/RETURNING DURING CAMP: Boys will not be allowed to leave the Powwow site until the conclusion of camp. In an emergency, please notify a Powwow staff member. Those leaving must notify registration staff. **Gates will be locked each evening and reopened in the morning for safety and security purposes.**

PROVISIONS: Each outpost should provide its own water, shelter, and other necessary items or coordinate with another outpost/group to assist.

CAMPFIRES: Ground fires are allowed at outpost campsites during Powwow. This is subject to the county issuing a burn ban. If Lavaca County does issue a burn ban, all ground fires will be prohibited and all fires will need to be contained. The only exception will be the evening council fires. Ground fires are to be built above ground. Fire "pits/holes" are prohibited.

EXCAVATION, TREE CUTTING AND CLEAN UP: **Do not cut or damage any standing/live trees, bushes or other vegetation.** Please clean up your campsite before leaving and please plan to place waste in the dumpster on site at the conclusion of Powwow. All unburned firewood should be moved into the woods (not left in field), all holes should be filled. Let's all keep our campground better than we found it!

WATER: Water will be provided at spigots in camp. Encourage your boys to bring canteens or other portable water containers during the activities.

SHOWERS/RESTROOMS: Permanent restrooms are available near the FCF Village and portable toilets will be set up strategically throughout the camp in high-traffic and more remote areas.

There will be restrooms reserved for ladies visiting the camp.

Shower stalls are to be occupied by no more than one person at a time and have a requested limit of 5 minutes to allow for everyone to utilize the building.

Please respect this policy and ensure that all facilities are kept clean and proper behavior is exhibited near the restrooms.

DRESS: **Please plan to wear the 2026 Powwow t-shirt on Saturday that was provided to registered overnight campers.** Boys and leaders are encouraged to wear their outpost's uniform (dress, utility, special) at morning assemblies. Since Spring weather in South Texas is difficult to predict, prepare boys for warm, wet, and cool weather.

ASSEMBLY ATTENDANCE: Attendance at evening Council Fire services is mandatory and **will be enforced**. Because we are the boys' examples, we ask that leaders attend all the general events with their boys. During evening services, there is no need to keep a leader at the campsite as security will be on patrol. The main purpose of Powwow is the spiritual emphasis that takes place during the evening services and throughout the event between the boys and leaders. Making sure you and your boys are at the evening service will ensure the Holy Spirit can move in each life. What a privilege!

FIREARMS AND FIREWORKS: WE DO NOT PERMIT INDIVIDUALS TO BRING FIREARMS INCLUDING CONCEALED HANDGUNS, AMMUNITION OR FIREWORKS OF ANY KIND TO POWWOW FOR ANY REASON. Firearms for shooting sports events will be provided by the network.

There are two exceptions to this rule:

- 1) The designated State Certified Police Officer who is head of Powwow security.
- 2) FCF Members displaying firearms at the FCF Village and/or firearms to be used as part of an FCF Outfit. Ammunition or black powder will not be allowed at Powwow. All firearms used in pageants shall be inspected by the Shooting Sports Coordinator or a person designated by him.

PETS/WILDLIFE: Camp Williams has a no pet policy. All wildlife onsite must be left unharmed and remain on the property. Wildlife should not be provoked or harassed. Good effort should be shown to preserve wildlife. Any encounters with wildlife that necessitate or result in harvesting wildlife should be reported immediately.

PERSONAL PROPERTY: South Texas Royal Rangers and the South Texas District Council of the Assemblies of God, Inc. is not responsible for lost, stolen, or damaged personal property.

PERSONAL ELECTRONIC DEVICES: South Texas Royal Rangers (STXRR) recognizes the now common practice of parents providing minors with cell phones and other personal electronic devices. STXRR also recognizes every parent has a different standard and method for controlling digital content. To both provide for benefits of camper device usage, as well as to honor and respect parental limits, the following rules shall be observed:

Adults attending camp as chaperones for minors will be solely responsible for ensuring no minor under the age of 18 from his church, outpost, or camping group has unsupervised possession of a cellular device when in the presence of other minors. This especially includes when minor campers are inside of tents or other enclosed or secluded areas such as the bathroom, in the woods, etc. STXRR will allow each church, outpost, or camping group to establish its own system for enforcing this rule. Some suggestions include taking devices up after evening service and returning them in the morning or providing limited device times throughout the camp. Attendance at STXRR events denotes your acceptance to develop and execute a system to ensure the digital safety of minors from your church, outpost, or camping group.

GENERATORS: Generators are not permitted at Camp Williams. Limited power is available on a case-by-case basis near the snack shack for those who need to camp in proximity to electric access for CPAP machines and other medical devices (please bring needed extension cords).

TOOLS: Only hand tools should be used to prepare your campsite. Mowers and all other power tools are prohibited for safety reasons. No double-bit axes are allowed at Camp Williams.

VEHICLES: Vehicles and all trailers are not to be left in the camping area for any reason. **After arriving, you have a maximum of two (2) hours to remove all vehicles and trailers and park them only in the designated parking area. Security will enforce the time limits and parking locations.** No vehicles are to be driven during the camp (for safety reasons). Exceptions include emergency and staff vehicles. Any other exceptions **must be approved** by the network director.

CAMPSITES: Groups will camp together in one area as an outpost. You are encouraged, when possible, to camp by age groups (Discovery Rangers, Adventure Rangers, and Expedition Rangers) within the Outpost campsite and promote the patrol system as much as possible. Adults are not to sleep in tents with minors.