

# HPRR Booshways Book

## Events

While there are a lot of important things to get ready for at the rendezvous the camp events are what most people will be looking for. You can put as much or as little into this as you want. I feel that this is what we give back to our campers so it deserved my full attention.

**Shooting Events-** This is the core event for a rendezvous as many of us got started in this sport because of the shooting. Many sites are limited as to what they can do for shooting events but you should provide a decent selection of shooting if at all possible.

**Knife & Hawk-** Everyone loves to throw the knife and hawk. This is an easy one to set up and can be held about anywhere. You can offer it everyday and it will not take a lot of manpower.

**Archery-** Primitive archery is really gaining popularity at rendezvous. While not everyone does it we had over 20 shooters a day at our 2003 rendezvous. This is also an easy one to set up and it does not require a lot of space.

**Seminars-** The High Plains has always been known for its schedule of seminars. We tried to have at least one every day. We also tried to mix them up so there would be interest for men and women alike.

**Camp & Kids Games-** Camp games are a lot of fun for all. You can have them every day if you like but we limited ours to after the camp meetings while we had everyone already gathered. We decided to really focus on the kids games. We held them daily and really spent some time and money on them. The effort was well received by parents and children alike.

**Camp Meetings-** There are several camp meetings that are required by the organization. First you will need to have an opening and closing ceremony. They can be as serious or as comical as you like. All that is really required in an opening ceremony is to raise the 5 State flags, the US flag and light a ceremonial fire. Then in your closing ceremonies you need to reverse that process. The rest is up to you.

There will need to be two camp meetings for the general membership. These are typically on Tuesday and Thursday evening. The board of directors will have some business to attend to at these meetings but they will conduct it. The rest of the meeting is for you to use as you see fit. These are good times for prizes and other camp recognitions.

Last but not least is the Chiefs Council meeting and the Board of Directors meeting. These will probably be set by the board but they will like to have them listed in your schedule of events.

**Auction-** The auction is not a mandatory event but it is generally a huge money maker for your rendezvous. If you choose to have one you will need to spend some time seeking out donations. Generally there are a lot of nice items donated by local craftsman and artisans in your local clubs. Then there are several people who traditionally donate items every year. You will need to contact these folk to verify that before the rendezvous. And finally you will need to go around to the traders at the event and ask them for auction donations. They are almost always ready to help out.

People to contact for auction items prior to your rendezvous:

Don Strinz, 402-761-3244	Donates a canvas related item
Noisy Bear, 308-826-2801	Donates a carved ceremonial pipe
Yellow Legs,	Donates a scrimshaw powder horn

**Raffle-** Raffles can be a huge moneymaker as well if you and your staff are salesmen. Raffles will not make money on their own and they may come back to bite you if you do not do them correctly. The first trick is to get a desirable item to raffle for a very low price. Many times this is a custom rifle. There are always local gun makers that will work with you on this. A standard arrangement seems to be that you provide the parts and they will donate the labor. You can also get other nice items such as quilts, knives and even hunting trips. The problem with a raffle is that the tickets will not sell themselves. You have to bust your butt selling tickets and if you do not that is where most raffles go bad.

**Scheduling Events-** The scheduling of your events is up to you. At our 2003 rendezvous we set our schedule so that events were at the same time each day. This worked very well for us and everyone seemed to like it.

**Public Days-** This is not really an event but needs to be mentioned. The High Plains recommends at least one day and not more than two days be open to the public. The first weekend is an ideal time as all of the camps are open for unloading. I have seen classes or seminars put on specifically for the visitors. This offers a good time for you to work with the community and help spread the word about what we do.

## HPRR 2003 Special Event Assignments

Project / Staff Member	Pre-Rendezvous Assignments	Rendezvous Assignments	Additional Team Members
<b>Animal Walk Rifle &amp; Pistol</b> <i>Leland Davis</i>  <b>Monday 9 to 12 and 1 to 4</b>	<ul style="list-style-type: none"> <li>- Work with Wayne &amp; Galen to establish location for the Shoot.</li> <li>- Verify plans/ideas with Wayne prior to setting up.</li> <li>- Acquire targets and materials and set up event prior to camp. Must share targets w/other walks.</li> <li>- Report number of shots and any special rules to be published in camp book prior to camp.</li> </ul>	<ul style="list-style-type: none"> <li>- Set up and run this event on the designated day.</li> <li>- Report all scores to the Shooting Captain.</li> <li>- Clean up and take down after event as needed to allow for the next days shooting.</li> </ul>	<ul style="list-style-type: none"> <li>- Recruit help as needed</li> </ul>
<b>Trade Gun Walk</b> <i>Gary Groh</i>  <b>Tuesday 9 to 12</b>	<ul style="list-style-type: none"> <li>- Work with Wayne &amp; Galen to establish location for the shoot.</li> <li>- Verify plans/ideas with Wayne prior to setting up.</li> <li>- Acquire targets and materials and set up event prior to camp. Must share targets w/other walks.</li> <li>- Report number of shots and any special rules to be published in camp book prior to camp.</li> </ul>	<ul style="list-style-type: none"> <li>- Set up and run this event on the designated day.</li> <li>- Report all scores to the Shooting Captain.</li> <li>- Clean up and take down after event as needed to allow for the next days shooting.</li> </ul>	<ul style="list-style-type: none"> <li>- Recruit help as needed.</li> </ul>
<b>Shotgun Shoot</b> <i>Jim Grable</i>  <b>Tuesday 1 to 4</b>	<ul style="list-style-type: none"> <li>- Work with Wayne &amp; Galen to establish location for the shoot.</li> <li>- Verify plans/ideas with Wayne prior to setting up.</li> <li>- Acquire targets and materials and set up event prior to camp.</li> <li>- Report number of shots and any special rules to be published in camp book prior to camp.</li> </ul>	<ul style="list-style-type: none"> <li>- Set up and run this event on the designated day.</li> <li>- Report all scores to the Shooting Captain.</li> <li>- Clean up and take down after event as needed to allow for the next days shooting.</li> </ul>	<ul style="list-style-type: none"> <li>- Recruit help as needed.</li> </ul>
<b>Buffalo Hunt</b> <i>Bill Stevens</i>  <b>Wednesday 9 to 12 and 1 to 4</b>	<ul style="list-style-type: none"> <li>- Work with Wayne &amp; Galen to establish location for the shoot.</li> <li>- Verify plans/ideas with Wayne prior to setting up.</li> <li>- Acquire needed targets and materials and set up event prior to camp. (Make More Buffalos)</li> <li>- Report number of shots and any special rules to be published in camp book prior to camp.</li> </ul>	<ul style="list-style-type: none"> <li>- Set up and run this event on the designated day.</li> <li>- Report all scores to the Shooting Captain.</li> <li>- Clean up and take down after event as needed to allow for the next days shooting.</li> </ul>	<ul style="list-style-type: none"> <li>- Recruit help as needed.</li> </ul>

<p><b>Ellenwood Style Survival Walk</b>  <i>Tim Wornkey &amp; Friends</i></p> <p><i>Thursday 9 to 12 and 1 to 4</i></p>	<ul style="list-style-type: none"> <li>- Work with Wayne &amp; Galen to establish location for the Shoot.</li> <li>- Verify plans/ideas with Wayne prior to setting up.</li> <li>- Acquire targets and materials and set up event prior to camp.</li> <li>- Report number of shots and any special rules to be published in camp book prior to camp.</li> </ul>	<ul style="list-style-type: none"> <li>- Set up and run this event on the designated day.</li> <li>- Report all scores to the Shooting Captain.</li> <li>- Clean up and take down after event as needed to allow for the next days shooting.</li> </ul>	<p>-Recruit help as needed</p>
<p><b>Big Game Shoot</b>  <i>Bill Anderson</i></p> <p><i>Friday 9 to 12 and 1 to 4</i></p>	<ul style="list-style-type: none"> <li>- Work with Wayne &amp; Galen to establish location for the shoot.</li> <li>- Verify plans/ideas with Wayne prior to setting up.</li> <li>- Acquire targets and materials and set up event prior to camp.</li> <li>- Report number of shots and any special rules to be published in camp book prior to camp.</li> </ul>	<ul style="list-style-type: none"> <li>- Set up and run this event on the designated day.</li> <li>- Report all scores to the Shooting Captain.</li> <li>- Clean up and take down after event as needed to allow for the next days shooting.</li> </ul>	<p>- Recruit help as needed.</p>
<p><b>Camp Games &amp; Events, Kids Games</b>  <i>Allen &amp; Jessie Long</i></p>	<ul style="list-style-type: none"> <li>- Work with Ed &amp; Al to establish times and locations for events.</li> <li>- Verify plans/ideas with Al prior to setting up.</li> <li>- Acquire needed supplies, materials and prizes prior to camp.</li> <li>- Report and any special rules to be published in camp book prior to camp.</li> </ul>	<ul style="list-style-type: none"> <li>- Set up and run events on the designated day.</li> <li>- Report winners Event Captain for prizes.</li> <li>- Clean up and take down after event.</li> </ul>	<p>-Recruit help as needed</p>

**June 2003**

Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
<b>8</b>	<b>9</b>	<b>10</b>	<b>11</b>	<b>12</b>	<b>13</b>	<b>14</b>
<div style="border: 1px solid black; padding: 5px; display: inline-block;"> <b>Early Set Up - Limited Services</b> </div> <span style="margin-left: 20px;"><i>You may be asked to be part of a work party</i></span>						<b>Gate Time: 8:00 – 5:00</b>  Camp Open to Public 9:00 – 4:00  <b>All Camp Rules Apply Today</b>
<b>15</b>	<b>16</b>	<b>17</b>	<b>18</b>	<b>19</b>	<b>20</b>	<b>21</b>
<b>Gate Time: 8:00 – 5:00</b>  Camp Open to Public 9:00 – 4:00  <b>Long Term Camp Closed at 5:00 p.m. until 4:00 p.m. Saturday the 21<sup>st</sup></b>  Opening Ceremony 7:00 p.m.	<b>Short Term Camp Gate Times: 9:00 – 11:00 a.m. 2:00 – 4:00 p.m.</b>  Shooting Events Animal Walk: Rifle & Pistol 9:00 – 12:00 a.m.  <b>Knife &amp; Hawk: 9:00 – 12:00 p.m.</b>  Shooting Events Animal Walk: Rifle & Pistol 1:00 – 4:00  <b>Primitive Archery: 1:00 – 3:00 p.m.</b>  Kids Games 1:00 p.m.  <b>Seminar: Dutch Oven Cooking 3:00 p.m.</b>  Cooking Contest: 7:00 p.m.	<b>Short Term Camp Gate Times: 9:00 – 11:00 a.m. 2:00 – 4:00 p.m.</b>  Shooting Events Trade Gun Walk: 9:00 – 12:00 a.m.  <b>Knife &amp; Hawk: 9:00 – 12:00 p.m.</b>  Shooting Events Shotgun Shoot: 1:00 – 4:00  <b>Primitive Archery: 1:00 – 3:00 p.m.</b>  Camp Games: 1:00 p.m.  <b>Seminar: Natural Dyeing 3:00 p.m.</b>  Camp Meeting: 7:00 p.m.	<b>Short Term Camp Gate Times: 9:00 – 11:00 a.m. 2:00 – 4:00 p.m.</b>  Shooting Events Buffalo Hunt: 9:00 – 12:00 a.m.  <b>Knife &amp; Hawk: 9:00 – 12:00 p.m.</b>  Shooting Events Buffalo Hunt: 1:00 – 4:00  <b>Primitive Archery: 1:00 – 3:00 p.m.</b>  Kids Games: 1:00 p.m.  <b>Seminar: Primitive Trapping 3:00 p.m.</b>  Camp Auction: 7:00 p.m.	<b>Short Term Camp Gate Times: 9:00 – 11:00 a.m. 2:00 – 4:00 p.m.</b>  Shooting Events Survival Walk: 9:00 – 12:00 a.m.  <b>Knife &amp; Hawk: 9:00 – 12:00 p.m.</b>  Shooting Events Survival Walk: 1:00 – 4:00  <b>Primitive Archery: 1:00 – 3:00 p.m.</b>  Camp Games: 1:00 p.m.  <b>Seminar: Hide Tanning 3:00 p.m.</b>  Camp Meeting: 7:00 p.m.	<b>Short Term Camp Gate Times: 9:00 – 11:00 a.m. 2:00 – 4:00 p.m.</b>  Shooting Events Rifle Big Game: 9:00 – 12:00 a.m.  <b>Knife &amp; Hawk: 9:00 – 12:00 p.m.</b>  Shooting Events Rifle Big Game: 1:00 – 4:00  <b>Primitive Archery: 1:00 – 3:00 p.m.</b>  Kids Games: 1:00 p.m.  <b>Seminar: Talk on Area History 3:00 p.m.</b>  Camp Entertainment: 7:00 p.m.	<b>Short Term Camp Gate Times: 9:00 – 11:00 a.m. 2:00 p.m. on</b>  Booshways Shoot Team Shoot: 9:00 a.m.  <b>Segundos Throw Team Knife &amp; Hawk Run 1:00 p.m.</b>  Closing Ceremony: Rifle Drawing: Quilt Drawing: 4:00 p.m.  <b>All Camps Open To Vehicle Traffic After Ceremony</b>

August 14, 2002



Carter Printing Company  
Attn: Mr. Roy Carter, Sr.  
PO Box 289  
Farmersville, Illinois 62533

Fax No: 1-217-227-4140 (via facsimile)

Dear Roy:

As per our telephone conversation I am faxing herewith the information for placement on the raffle tickets for the High Plains Regional Rendezvous. I have attached a picture showing the information that we would want on the raffle tickets. Hopefully it will make sense.

I am requesting that the raffle ticket for the rifle be golden rod and the ticket for the quilt be pastel blue. The order is for 1000 raffle tickets for the rifle and 1000 raffle tickets for the quilt. Please make the rifle tickets in books of 5 (200) and the quilt tickets in books of 10 (100).

As per your instructions I am forwarding a "hard copy" of this faxed memo to the address shown above along and together with the High Plains Regional Rendezvous check in the amount of \$115.50.

It is my understanding that you will fax a draft copy of the ticket to me for approval after they are set. Upon approval you will go ahead and print the tickets and forward them to me by UPS Delivery. My address, telephone number and fax number is shown below.

If you have any questions please feel free to contact me at the address and number shown above.

Thanking you, I remain

Rifle Raffle  
 Standard Size  
 Color: Goldenrod  
 1000 - (Stapled Books of 5 (200))

No. Name: Address: City: State & Zip: Phone:	2003 High Plains Regional Rendezvous
	June 14-23, 2003
	Corndodger Station, Kansas
	CUSTOM LANCASTER RIFLE
	built by Leland Davis
	\$5.00 ea. or 5 for \$20.00
Need not be present to win	

Same as above	( Same as above )
	( " " " )
	( " " " )
	HANDMADE QUILT
	\$1.00 ea. or 10 for \$5.00
	Need not be present to win

Quilt Raffle  
 Standard Size  
 Color: Pastel Blue  
 \$1000 (Stapled Books of 10 (100))

**June 2004**

Sunday 13	Monday 14	Tuesday 15	Wednesday 16	Thursday 17	Friday 18	Saturday 19
						Gate time 6:00 – 5:00
<p align="center"><b>Early set up -Limited Services You may be asked to part of a work party State Park Fees Will Apply</b></p>						Camp open to public 9:00-4:00
						<b>ALL CAMP RULES APPLY!</b>
20	21	22	23	24	25	26
<b>Gate Time 8:00-5:00</b>	<b>Short Term Camp Gate Times: 9:00-10:00 4:00-5:00</b>	<b>Short Term Camp Gate Times: 9:00-10:00 4:00-5:00</b>	<b>Short Term Camp Gate Times: 9:00-10:00 4:00-5:00</b>	<b>Short Term Camp Gate Times: 9:00-10:00 4:00-5:00</b>	<b>Short Term Camp Gate Times: 9:00-10:00 4:00-5:00</b>	<b>Short Term Camp Gate Times: 9:00-10:00</b>
Camp open to public 9:00-4:00	Shooting Events	Shooting Events	Shooting Events	Shooting Events	Shooting Events	Closing Ceremony 1:00
<b>Long Term Camp Closed at 5:00 pm until 4:00 pm thru Saturday the 26<sup>th</sup> (carry in only after this point)</b>	Knife & Hawk:	Knife & Hawk:	Knife & Hawk	Knife & Hawk	Knife & Hawk	Raffle drawings
	Primitive Archery:	Primitive Archery	Primitive Archery	Primitive Archery	Shot Gun Shoot	Gate open 2:00
	Kids Games	Kids Games	Kids Games	Kids Games	Primitive Archery	
	Seminar/ Demonstration	Seminar/ Demonstration	Seminar/ Demonstration	Seminar/ Demonstration	Seminar/ Demonstration	
Opening Ceremony 7:00 pm	Women's Games	Women's Games	Women's Games	Women's Games	Kids Games	
		Canoe Events	Highlander Games	Trail Walk	Women's Games	
		Camp Meeting 7:00 pm	Auction	Canoe Events		
				Auction Camp Meeting 7:00pm		

2004 Events