



BOY SCOUTS OF AMERICA®

ORDER OF THE ARROW

# Elangomat 101

The guide to being a friend

# What is an Elangomat

- An Elangomat is a guide, a leader, and a friend for the future Arrowmen in their Ordeal clans.
- As you will remember from your Ordeal, each clan has an Elangomat. The goal of an Elangomat is to guide the Arrowmen through their Ordeal and to make sure that each candidate received the full benefit of their Ordeal and completes each aspect of the Ordeal to the best of their ability.



# Parts of the Ordeal

- The vow of silence
- A day of arduous labor
- Scant food
- A night under the stars



# Ordeal Schedule

- Arrival
- Pre-ordeal Ceremony
- Sleeping under the stars
- Wake up
- Workday
- Dismissal

Events where the Ordeal will be offered:

- Spring Inductions in May
- Fall Fellowship in September

As of November 2017, an Ordeal will be offered at Spring Powwow in March during years in which Lodge 104 hosts SR7B Conclave.



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# Sign-Up and What to Bring

- An Elangomat sign-up will be sent out some time before the Ordeal. Please fill out this sign-up before arriving for the weekend.
- Please pack for this event like you would for any campout or lodge event. Tent, backpack, etc.
- The following items are absolutely necessary for both you and the candidates in your clan: sleeping bag, ground tarp, and water bottle.
- Optional items (but recommended): sunblock and bug spray, a watch, and work gloves.



# Friday Arrival

- Check in at the admin building. Tell them that you are here to volunteer as an Elangomat.
- Head down to the Sullivan Center and check in with the ordeal committee on the porch in front.



# When you get to the Vista

- You will receive your clan number, clan roster, and some important information. You will then receive your shirt and sash.
- Once you get with your clan # you should introduce yourself to them, learn their names, and get to know them. This will be the only time they will be allowed to talk so make the most of it!
- Set up one tent to store your clan's gear.



# Ceremony and Stuff

- Around 8:00 the clans will begin to be called for their ceremonies. Remember that your candidates have to bring their sleeping bag, tarp, and a **filled up water bottle** with them.
- Make sure to do a headcount before leaving. Around this time make sure that none of your candidates go off to use the bathroom. If they have to, have them go in the woods around the vista. It is critical that all candidates attend the Pre-Ordeal ceremony.





# Ceremony and Stuff

- Once you are led to the road outside of Beach campsite after your ceremony, have your candidates collect their stuff and have them line up on one side of the road. Listen to an Ordeal committee member for further instructions.
- During this time, it is important that your candidates stay together and stay in a straight line.
- Remember the Vow of Silence.



# Highway 104

- After the pre-ordeal ceremony, you and your clan will next travel to Highway 104, where you and your clan will spend the night under the stars
- Please hang your red or white sash on a tree, so that candidates can find you in the middle of the night if needed



# Saturday Early Morning

- Around 5:30 or so you will be woken up by a member of the Ordeal committee. We realize that this is very early but it is necessary in order to provide enough time for the next step.
- Pack up your stuff as fast as possible and make sure that your clan members are getting packed.
- Immediately get a headcount of all your members to make sure everyone is accounted for. There is a chance they got mixed up in the crowd and are further up the trail.



# Saturday Early Morning

- Once your clan is fully packed and accounted for, line up your clan on one side of the road and wait for further instructions.
- A committee member will direct you to line up behind the main line of clans.
- On the return trip to Sullivan make sure to keep your clan in a straight line. Lead them back to your clan stake upon arrival.



# Project Distribution

- Projects will be distributed following breakfast.
- Your clan will be called up and assigned a service project.
- Before leaving make sure to receive all of the details and have your whole clan fill up their water bottles.
- If instructed to do so, head to the quartermaster garage under the Grand Lodge and collect the required tools.
- Head to your service project and begin working until either lunch or you are done.



# The importance of doing a good job

- It is critical to the camp and the lodge that your clan take pride in their work. These service projects provide a great service to the camp and the Council as a whole.
- Complete the entirety of the project. If the project needs to be redone, you will be sent back to do it again. So please, take pride in your work and strive to improve the camp and provide as big of a service to your fellow scouts as you can.



# Saturday Morning Projects

- You should be acting as quality control. This doesn't mean that you can't work as well, in fact we encourage you to work side by side with your candidates, but you shouldn't be doing more work than any of them.
- Your clan members should take plenty of water breaks, within reason. Keep an eye out for those candidates who are using these opportunities to not do any work and socialize.
- Remember the vow of silence. Communication will be critical for some service projects but there is a difference between communicating and socializing.
- Your clan should take pride in their work. They are contributing an important service to the camp!
- As always, the #1 rule of the Ordeal is to remain safe.



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# Lunch

- Lunch will be served at about 12:15. Be back at Sullivan by then and place any tools in the designated spot next to the building.
- If you are far enough away from Sullivan you may be told to stay at the project and lunch will be taken to you.





# Saturday Afternoon Projects

- When you are called, go up to the building and you will be assigned a project for the afternoon.
- If there is still work to be done on your morning project, tell the Ordeal chairman and you will probably be assigned the same project.



# Coming back to Sullivan

- Have your clan be back at Sullivan between 3:15 and 3:30.
- Drop off any tools you have at the quartermaster garage.
- Take down the clan tent and make sure your clan is all packed and ready to go by 3:45. Make sure they do not forget any of their gear.



# Final Dismissal

- Your clan will be picked up by their chapters. In the meantime, head up to the Sullivan building, give back your sash, and collect your milkshake, t shirt or thundy-bucks, and patch.
- Please stay after to assist with clean-up.



# You're Done!

- Congratulations! You just served your lodge as well as the future of the Order by being an Elangomat. And because you read through this training, you were a great one!



# Thank-You for what you do and for what you're going to do!

- Being an Elangomat is one of the most important services an Arrowman can provide. A good Elangomat can make the difference between a scout deciding to continue to attend and serve the Order or just deciding that the OA isn't for them.
- With that in mind, thank you for the service you are about give to your fellow scouts. It's very important to many people's lives and is a rewarding experience for you in many different ways.



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