



Takachsin Lodge 173



Elangomat Manual

4/26/16

The Elangomat Promise:

I, do hereby promise on my honor as a member of the Brotherhood of Cheerful Service, to remain true to the ties of the Elangomat; to exemplify and endure the test of the Ordeal, that those who are to join in our brotherhood may gain greater understanding of our purpose; to be a constant example of cheerful service and brotherhood; and to strive with all my power to help them see the Arrow.

What is an Elangomat?

The elangomat is one who is fully willing to give of himself in order to bring to others the true meaning of the purpose and spirit of the Order of the Arrow. He will endure hardship of the Ordeal again and again to help new members gain the deep and powerful experience of the Ordeal. The word "Elangomat" means FRIEND. Your primary responsibility is to be a friend to the candidates. Your job is not easy; you must function as a mentor, counselor, mediator, and authority figure. The Ordeal is, however better the second time around!

The Spirit of an Elangomat

The elangomat is willing to sacrifice himself in order to preside over his clan. His job is to act as Allowat Sakima in observing the candidates throughout the Ordeal. If you embody the spirit of the Ordeal, the candidates will follow your example and act accordingly. The more you keep the spirit of the Ordeal with you, the more powerful and meaningful the Ordeal will be for the candidates.

Responsibilities of an Elangomat:

1. Honestly try to bring the candidates understanding of the spirit of the Order of the Arrow. Take the initiative in performing service and accomplishing tasks.
2. Be a continual example of the spirit of the Order.
3. Ensure that the candidates fully follow the challenges of the Ordeal
4. Make the candidates feel they are part of the Order and work with them until they achieve Brotherhood.
5. Show the ordeal candidates respect
6. Ensure they are staying hydrated (that is they drink plenty of water).

Clans

A clan is a group of Ordeal candidates under your supervision. You will get to know your members and be a friend and mentor to them during their Ordeal and as they rise up through the Order.

A Friend in Need:

"I don't have an older brother, but my Elangomat is what I would expect him to be"

Elangomat is the Lenni-Lenape word for friend. "Being a Friend" can take on several meanings, especially since you may not know any of your clan members before this Ordeal. As a result, you have the opportunity to make new friends in the best possible way, by HELPING THEM achieve the task that is before them this weekend.

Although these new candidates may be strangers to you now, remember that you all have several things in common: Each one here is a scout, elected by his troop for his service to his fellow Scouts, and his leadership in Scout camping and the outdoors. Use these similarities to break the ice as you show them that you are their friend – they will be looking to you for guidance this weekend and beyond.

The Elangomat in the Ordeal:

The Ordeal Master

The Ordeal Master is the one youth in charge of the entire Ordeal. In general he is responsible for the success of the Ordeal. At the Ordeal he is the final authority on decisions regarding the Ordeal. He coordinates all the different elements that make up the Ordeal and oversees all the different aspects of it. He may assist Elangomat's with problems and work with clans on a problem solving basis, but he is over everything.

The Chief Elangomat

The Chief Elangomat is the leader responsible for all the Elangomat's and candidates in the Ordeal. He coordinates all the work of the clans and is concerned solely with the candidates and Elangomats. He assigns the different work projects to individual clans and coordinates member/clan efforts. He is also the key person in charge of ensuring that the Elangomat's are performing their jobs as they should. If there are discipline problems in a clan that cannot be resolved by the clan Elangomat, the Chief Elangomat is the person responsible for insuring that candidate comply with the Ordeal. Currently in our Lodge, the Ordeal Master serves a Chief Elangomat.

The Ceremonial Teams

Obviously the ceremonial teams are extremely important in any Ordeal. Their main points of contact with the candidates and Elangomat's are the ceremonies themselves. The coordination between the ceremonial teams and the candidates is handled by the Ordeal Master. The ceremonial team should also make appearances during the day in regalia to take part in service with the candidates as promised by Kichkinent in the Pre-Ordeal Ceremony. Frequently this is done by having team members carry water to the candidates while they work. They may also join in for a few minutes in the various work projects.

Advisors

As Elangomat's may be adult or youth members, there is sometimes confusion as to where the advisors of the Ordeal fit in. All Elangomat's, youth or adult are directly responsible to the Ordeal Master and Chief Elangomat. These are the people who have the responsibility for running the Ordeal. The advisors to the Ordeal Master and the Chief Elangomat will also work with Elangomat's as needed but their job as with all advisors, is to facilitate the functioning of the Chief Elangomat and Ordeal Master in their jobs.

The Clan

The clan is just another name for an organization we use all the time in scouting. We usually call it a patrol or den. We use it because it works. It consists of a small group, 5 to 10 members and a leader. The leader in a clan is an Elangomat and is designated as the Clan Chief. A clan can have more than one Elangomat assigned, but there will be only one who will be the Clan Chief.

It is suggested that the clan come up with a name for their group. A clan must be considered a single unit and is not to be split up or redistributed to a suit a project although multiple clans can participate on a single project if the autonomy of each clan is maintained. Clans should be more efficient than other work parties because of their unity. The oneness in the group creates output to the point that they can expect to produce nearly twice as much output as a loose group of people of the same size. There should be sufficient work so that a clan is not waiting around.

Friday Night

You will be paired with your clan members as they arrive and from this point on, you are their

guide for the weekend. They will look to you for instruction and understanding. Immediately introduce yourself and establish that you are their friend, not their taskmaster. Help them with their gear. Make sure each has what they need for the Ordeal and nothing else. Help them store any extra gear, etc.

Once you have your complete clan, introduce them to each other and write down their name and address information. Tell them:

As your Elangomat (which means "friend" in Lenni Lenape), I will be your guide and friend for the weekend. If you have any problems or questions, please do not hesitate to come to me.

If you have any medical problems that limit your physical abilities, activities or diet, please let me know now.

I will be with you throughout your Ordeal.

As an elangomat, you should line up at the head and tail of the Pre-Ordeal ceremony line. You take your sleeping gear with you. You should stand inline with them for the entire ceremony, doing what they do (including stepping forward and testing the bow). At this point you are also under a vow of silence.

Upon arriving at the sleeping site, disperse the candidates in a circle around you. You should sleep in the middle. Make sure you know where everyone is and how many candidates are in your clan. Keep list of who is in your clan you at all times.

The Elangomat and Ceremonies:

Elangomats are re-living the Ordeal with the candidates but they are already members. This can create some difficulties at ceremonies. The basic idea is for the Elangomat to participate in ceremonies as much as candidates but with some modifications. In the Pre-Ordeal ceremony, Elangomats should line up with the members of their clans and should participate without any differentiation.

However in the Ordeal ceremony, they are NOT to be bound with the candidates when Kichkinet brings the rope. They should walk beside them from this point on, and when the candidates enter the circle, the Elangomats should split off and move to where the other members are gathered. At the finish of the ceremony, the Elangomat should be first to congratulate their clan members and should lead them back to camp from the ceremonial site.

Remember the Test of the Ordeal:

Night Alone – as proof of his/her courage and self-reliance.

Silence – to turn his/her thoughts inward.

Toil – a willingness to serve his fellow man cheerfully

Food – eating sparingly thus proving his/her ability to seek the high purposes of the Order.

Things to remember:

Remember, once candidates are assigned to your clan, they are your responsibility. You are there to help them and to stick up for them. Don't let others take members assigned to your clan from you. If you are involved in a large project that employs more than one clan, don't forget that you are still in charge of your clan members.

A clan needs an identity. The name is a good starting point, but you must also find other ways to distinguish your clan. Set up signals and communication methods with your candidates before you are put on silence.

Discipline:

Discipline is a continual problem no matter how well planned or executed a program is. There may be always those who do not wish to abide by the set rules. But if you keep one thought in mind, discipline is not too difficult. "You cannot disqualify the candidate from the Ordeal. Only the candidate can disqualify himself". If your attitude follows those lines, you will seldom encounter problems which can't be solved.

If a candidate is in direct defiance of an order or is in any way not fulfilling the tests of the Ordeal, take him aside and inform him that if the activity continues, he is considered to be renouncing his candidacy. If this is sufficient, work can continue. If there are repeated actions or an attitude of non-compliance, the Chief Elangomat/Ordeal Master should be informed so that the proper action can be taken. The key thing to remember is that if you want the candidates to work well, you must be the hardest worker in the group. If you work hard, the candidates will see and follow your lead and discipline will not be much of a problem. If you are lax or lazy, you will have no end of problems. If you have a problem candidate, let the Chief Elangomat be the heavy. As he checks with your clan through the day, he should be the one who does any serious disciplining. It is better to come down hard and swiftly early on any breach. That sets the tone for the day. If you let things slide in the beginning, it will be too late to correct later.

What NOT to do:

This section is to help you remember some simple items which will make your Elangomat experience better. The Ordeal is primarily a gut level experience. Don't expect the candidates to understand everything. Focus on emotional aspect, how they feel about this experience.

1. Always remember you cannot disqualify a candidate. Only he can do that.
2. Never let anyone distract your candidate from their duties. No matter who it is! They have no right.
3. Never let your candidates see you acting incorrectly—this is probably the most difficult thing to do and probably almost impossible to live in completeness.. But remember that their eyes are always on you and any action you make can justify them in theirs.
4. Never tempt candidates to break any of the tests. Arrange activities so that the candidates are not unnecessarily tried.
5. Never let work time go unfilled. Boredom is the enemy of the Spirit of the Ordeal.
6. Do NOT discuss the Spirit of the Arrow books which the candidates receive. They are designed to be pondered silently.

Specific goals for each Elangomat

1. Strive to maintain proper discipline with the members of your clan.
2. work to understand the basic personality of each candidate in your clan and slant your action so as to have maximum effect on each individual.
3. Work continually to maintain yourself as an example of brotherhood, cheerfulness, and service.
4. Try with all your might to fulfill the Ordeal as it was intended to be, so that the candidates can see and follow your example. This means for example, you should NOT plan on eating the Friday night crackerbarrel, breakfast and lunch meals with the members but use the same food that candidates have.
5. Try to put forth and inspire the utmost effort in both yourself and your candidates in any work project you are assigned to, and to do the best work you are capable of doing.
6. Learn something new about the Ordeal, its test and ceremonies that you didn't know or think of before.

Other things to remember:

1. Remember to keep silence, give occasional water breaks, and report back to the Ordeal Master/Chief Elangomat if you need anything.
2. Keep track of your candidates at all times.
3. Only break silence when there is an issue of health or safety of your clan or others, in other words an "emergency". . For example, if you see someone in the way of a vehicle that they don't see, SPEAK UP. Your clan should know this also. For example, if a candidate sees that vehicle and not you, they should speak up. But only in the case of emergencies.
4. There may be times that you need to speak to like the Chief Elangomat or Ordeal Master or others about a work project or a problem, etc. In that case, try to move away from your clan and not speak in front of your clan.
5. Remember the 5th induction principle of Inductions that is called discretion. It reads "In cases where the strict application of the test and requirements of the Induction is not possible, the lodge may choose an alternative that will best preserve the spirit of the Induction, and the quality of the candidate's experience. This means if you have for example, someone who has a handicap or medical condition, we may need to adjust what we require. If someone for example is in a wheel chair, they can't take 3 steps closer to the fire. The candidate is the most important person, and we honor and respect them.
6. Usually an elangomat is an older scout with a clan of younger scouts. However if you are a younger scout, it is ever more important that you watch your actions as cutting up, not paying attention, etc. will make it hard to provide leadership to the clan as you will lose the respect of your clan.
7. Many times before the candidates are put on silence, they will have all sorts of questions to about what they are going through (we are not talking about questions like do I need to bring my sleeping bag... but what will we do on Saturday morning or I heard...) The "all purpose answer should be something like:

"I am glad that you are curious about that. It shows that you want to learn about the Order and your role in it. However I am not allowed to answer your question right now. If you listen carefully you will hear the answer in the next 24 hours. If you still have the question tomorrow night, I will be happy to help you find the answer."

The Takachsin Elangomat Award (starting Spring 2016)

The lodge has a special award for any Elangomat whose clan within a 2 year period gets 80% of the clan to seal their membership in the Order by becoming a Brotherhood member. Each "ordeal weekend" stands on it own, so an Elangomat could earn this more than once. An Elangomat must also be Brotherhood at the end of the two years.

This means that you need to stay in communication with your clan, and encourage them to come back to future Ordeal weekends so that they can understand more about the Order of the Arrow. The candidates may have questions, which even after JumpStart may not be fully answered. They will look to you for understanding of what they went through etc. You need to assist them the best you can, and if you can't answer their question, direct them to a member who can.

Being an Elangomat is an awesome responsibility. The Takachsin Lodge and its members thank you for spirit of Brotherhood, Cheerful and Service.