



What is an Elangomat?

The Elangomat is one who is fully willing to give of himself in order to bring to others the true realization of the purpose and spirit of the Order of the Arrow. He will endure the hardships of the Ordeal again and again to help new members gain the deep and powerful experience of the Ordeal. The title, “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

- 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.
- Be a continual example of the spirit of the Order.
- Ensure that the candidates fully follow the challenges of the Ordeal.
- Make the candidates feel they are part of the Order and work with them until they achieve Brotherhood.

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. You are a patrol leader in charge of the clan.

Elangomat Duties Prior to the Ordeal

You will be provided with the names and telephone numbers of the members of your clan at least one week in advance. You should call each one to encourage them, allow them a chance to ask you any questions, remind them what to bring, and let them know you’re excited for them and the journey they are about to begin.

Elangomat Duties During the Ordeal

Friday Night:

Your clan members will be sent over to you as soon as they are checked in. You should get to know them, and take note of any allergies or medical issues that will need to be addressed. Have them carve their arrows and hang them around their necks. **The arrows must be around their necks for the entire day.** This will distinguish them as Ordeal candidates so that others may act accordingly. Establish a buddy-type relationship with your clan to ensure they can trust you throughout the Ordeal. At this point you should write down the names and contact information for each candidate in your clan for use later. **When they register, each clan member will again receive Spirit Booklet #1. You will give them Spirit Booklet #2 just prior to the pre-Ordeal ceremony.**

The Elangomats should line up at the head and tail of the pre-Ordeal ceremony line. You may take your sleeping gear with you, or may return for it after the candidates are put down for the night. You should stand in line with them for the entire ceremony, doing what they do (including stepping forward and testing the bow). When they are given the four challenges, you also must again undertake those challenges, including the pledge of silence.



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Upon arriving at the sleeping site, send the candidates one by one into the campsite, making sure they are at least ten feet apart. Make sure you know where everyone is and how many candidates are in your clan. Mark your camp entry with a glowstick, and then mark your sleeping area with the other glowstick, so that staff can find you easily, if needed.

Saturday Morning:

Wake the candidates non-verbally, and gesture for them to get their gear and things together. Neither you nor the candidates may speak unless absolutely necessary. When all are assembled together, walk down to Serenity. Stay together as a group and make follow the directions of the Ordeal staff at Serenity. After work tasks are assigned, maintain authority over the candidates assigned with you. Here you will distribute Spirit Booklet #3.

A NOTE ABOUT TALKING: Be sure to suppress, non-verbally, any casual talking. Remind talkers that the pledge of silence given them from Meteu is still in effect and that they should spend their time contemplating the Ordeal. However, if there is a need, such as with the work project, or emergency, etc, it is okay to speak minimally.

Saturday Afternoon:

Before lunch, assemble the candidates in a line to get their food. Make sure everyone has received their food and that any special dietary needs have been addressed. Ensure that there is no talking.

Saturday Evening:

When instructed by the Ordealmaster or his assistant, lead your clan back to Serenity. Here you will have time to clean up a bit, and change into your uniforms. There will be time for reflection and so **you will distribute Spirit Booklet #4 during this period.** Remind candidates of their pledge of silence, if necessary. At the designated time, your clan will be instructed to head up the hill toward the ceremony site.

Before the Ordeal ceremony on Saturday evening, after lining the candidates up, one Elangomat will ask, **“If you intend to continue your service to your troop, place your left hand on the shoulder of the candidate in front of you.”** Once the candidates arrive at the trail to the fire circle and Kichkinet arrives, the first Elangomat in line will say, **“Brother Kichkinet, we all have the same purpose.”** Kichkinet will then lead you and your clan into the ceremony circle.

Elangomat Duties After the Ordeal:

Stay in contact with your clan members. Encourage them to attend further events and to work toward their Brotherhood. Call or email them and ask if they plan on attending the next event. If not, try to elicit a reason so that anything that can be changed can be fixed. Your job of Elangomat is finally finished when each and every Ordeal member in your clan achieves Brotherhood.

Discipline

Discipline can always be a problem. You are not allowed to disqualify a candidate (only they can make that choice). If the candidate is not fulfilling the tests of the Ordeal, take him aside and explain to him that a continuation of his activities will be considered a renunciation of his candidacy. If that does not work, inform the Ordealmaster so proper actions may be taken. Let the Ordealmaster be the “bad cop” in the situation. Allow him to deal with any issues severely.



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What Not to Do

- You cannot disqualify a candidate – only he can make that decision.
- Do not let anyone distract a candidate from his duties, especially other people attending the Ordeal as brothers. They do not have the right.
- Do not do anything that will negatively affect the candidates – they will do as they see you doing. Set a good example at all times.
- Do not tempt candidates to break any of the tests.
- Never let time go unfulfilled – try to organize an activity with the Ordealmaster to keep the candidates busy; boredom is the enemy of the Spirit of the Ordeal.
- Do not discuss the Spirit of the Arrow booklets the candidates are given – allow them to ponder the words in silence. Do not talk unless absolutely necessary – you have taken the same vows as the candidates.