

Official Guidelines

Cornerstone Conclave 2025

Section E7, Order of the Arrow

April 25-27, 2025

Robert E. Knox Scout Reservation

Hosted By Bob White Lodge



Revised 2/24/2025

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Letter from the Chief:

Dear brothers of E7,

Enclosed in this Packet are the guidelines for E7's Cornerstone Conclave, to be held at Robert E. Knox Scout Reservation on April 25-27, 2025.

Conclave is going to be an amazing event that brings arrowmen from around the Section together. We will forge memories, compete against other lodges, and fulfill the purpose of the Order by building on the values of Brotherhood, Cheerfulness, and Service!

I look forward to seeing each of you this April at Robert E. Knox Scout Reservation for a life- changing weekend full of fellowship, competition, and fun.

In the Spirit of Cheerful Service,

Caleb Mulholland | E7 Section Chief, 2025

James Barton | E7 Section Adviser

Section Website: section7.oa-bsa.org

Conclave Registration Website: conclaveregistration.org

Section Officers:

Caleb Mulholland | Section Chief

Preston Kunkle | Vice Chief

Abi Watson | Secretary

CVC's:

Dylan Blackmon | Senior CVC

Logan Hubman | Administration CVC

David Boggs | Training CVC

Lincoln Shirey | A.I.A. CVC

Quinn Dennie | Shows CVC

Wilson Stokes | Ceremonies CVC

Maddie Wilson | Quest CVC

Ian Miller | Special Events CVC

Wyatt Muckinhaupt | C.A.R. CVC

Jackson Musto | Service Lodge CVC

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Officer and Advisers

Section Chief:

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Conclave Rotation Schedule

2025 Bob White

2026 Muscogee

2027 Skyuka

2028 Eswau Huppeday

2029 Atta Kulla Kulla

2030 Tsali

2031 Itibapishe Iti Hollo

2032 Unali'Yi

2033 Catawba

Deadlines / Calendar

FOR UPDATED EVENT CALENDAR SEE SEPARATE CALENDAR DOCUMENT ON THE SECTION WEBSITE

Service Lodge Proposal:

Service Lodge Coordinator: Jackson Musto

Email: jacksonmusto@outlook.com

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Service Lodge Adviser: Darryl Furby

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Associate Service Lodge Adviser: Michael Tiedman

Email: tiedmanm51@yahoo.com

Phone Number: (803) 989-3400

When and Where:

The 2025 Section E7 Cornerstone Conclave will be held on April 25-27, 2025, at Robert E. Knox Scout Reservation.

(Robert E. Knox Scout Reservation is located at 1150 Fred R Prater Parkway, Lincolnton, GA 30809.)

Theme:

The 2025 Cornerstone Conclave theme will be “Realizing Our Dreams, Building for Tomorrow”.

Cost:

The cost to attend the 2025 Section E7 Cornerstone Conclave will be \$55.00 per person. An additional cost will be added to all Council of Chief members of \$5.00 (\$60.00 total) per person to cover Council of Chief related costs.

The Staff Fee will be \$65.00, which will include meals, camp usage fee, staff patch, delegate patch, t-shirt, program, BSA insurance, and any other items deemed necessary by the Service Lodge.

Participation:

All participants must be active (registered) members of a Lodge in Section E7 and registered with the BSA (soon to be Scouting America). The number of slots guaranteed to each lodge will be determined by Section E7. Additional slots may be made available based on interest and current events, as determined by Section E7 in accordance with Georgia-Carolina Council and Bob White Lodge 87.

Code of Conduct:

As an Arrowman, I understand and will observe all rules and regulations of the Order of the Arrow, the Boy Scouts of America, and will observe the reasonable demands of me. As a delegate to the E7 Cornerstone Conclave, I will:

1. Observe the Scout Law, Scout Oath, and the Obligation of the Order of the Arrow.
2. Wear my officially designated uniform as required throughout the event. Observe all CDC guidelines
3. as specified by the Section and the Service Lodge.
4. Attend planned and general training sessions.
5. Confine the trading and swapping of Scout-related items to free periods and designated areas.
6. Be personally responsible for the breakage, damage, or loss of property.
7. Observe quiet hours and the lights-out period.
8. Keep my quarters clean and dispose of trash in the proper places.
9. Not change my officially assigned area without permission.
10. Refrain from allowing any unregistered person to occupy my quarters.
11. Wear suitable covering in the camp, including a shirt and closed-toed shoes.
12. Observe all BSA policies regarding the purchase, possession, or consumption of alcohol and tobacco use.
13. Respect BSA rules prohibiting the use of fireworks and firearms.
14. Neither buy nor sell items at the conclave other than at the Trading Post or as authorized by the Council of Chiefs. I understand that the Trading Post is the only official source for purchasing items.
15. Not leave camp without permission of the Conclave Headquarters and my Lodge Key 3.
16. Remember that I am a guest of Bob White Lodge 87 of the Georgia-Carolina Council, and Robert E. Knox Scout Reservation.
17. Park only in designated areas.
18. Understand that except with written permission of the ranger or the Service Lodge Adviser after initial parking, there is no vehicle movement within the campground until Sunday morning check-out.
19. Abide by the BSA's Guide to Safe Scouting, including all Youth Protection Guidelines.
20. Acknowledge that any and all damages determined by the Georgia-Carolina Council professional staff and ranger will be charged to the Lodge responsible for these damages. It is the responsibility of each Lodge to report damages to the camp ranger and Bob White Lodge Adviser immediately. Invoices for damages will be presented to the home council of the responsible lodge.
21. Leave Conclave upon request of the Service Lodge Adviser. Should I not leave, my entire lodge may be required to leave immediately. Further accept that should any lodge refuse to leave upon request of the Service Lodge Adviser, all contingents at Conclave may be immediately required to leave.

22. Accept that all safety precautions will be subject to change by the Service Lodge and the Georgia- Carolina Council's risk management committee. Any attendees that do not follow these guidelines will be sent home.
23. I understand that the failure to abide by these rules, as approved by the Council of Chiefs, could result in my removal from the Conclave and camp premises.

Youth Protection:

All OA members and event attendees/volunteers over the age of 18 must have a current Youth Protection Training (YPT) certificate on file with BSA. This requirement must be verified by the respective Lodge and reported/verified by the Section.

The rules of Youth Protection will be in place at all times throughout the weekend.

BSA Medical Forms:

All members attending must provide a current BSA Health Form (parts A and B) to their respective Lodge. Lodges will bring and maintain a copy of their medical forms while on camp, ideally a thumb drive.

Health and Safety:

Each delegate is responsible for completing and turning in a BSA Medical Form (BSA Annual Health and Medical Records parts A/B). A physician's examination is not required.

No delegate may attend the Conclave without the required medical form. All medical forms (including waivers if applicable) will be turned in by each Lodge's Key 3 at check-in upon arrival at the Conclave.

Medical personnel will be on-site the entire weekend and arrangements have been made with local hospitals in case of an emergency. Family members of delegates should be instructed that their lodge leadership is the first contact for emergencies.

Each Lodge is asked to provide a First Aid kit for their campsite for minor first aid treatment during the event.

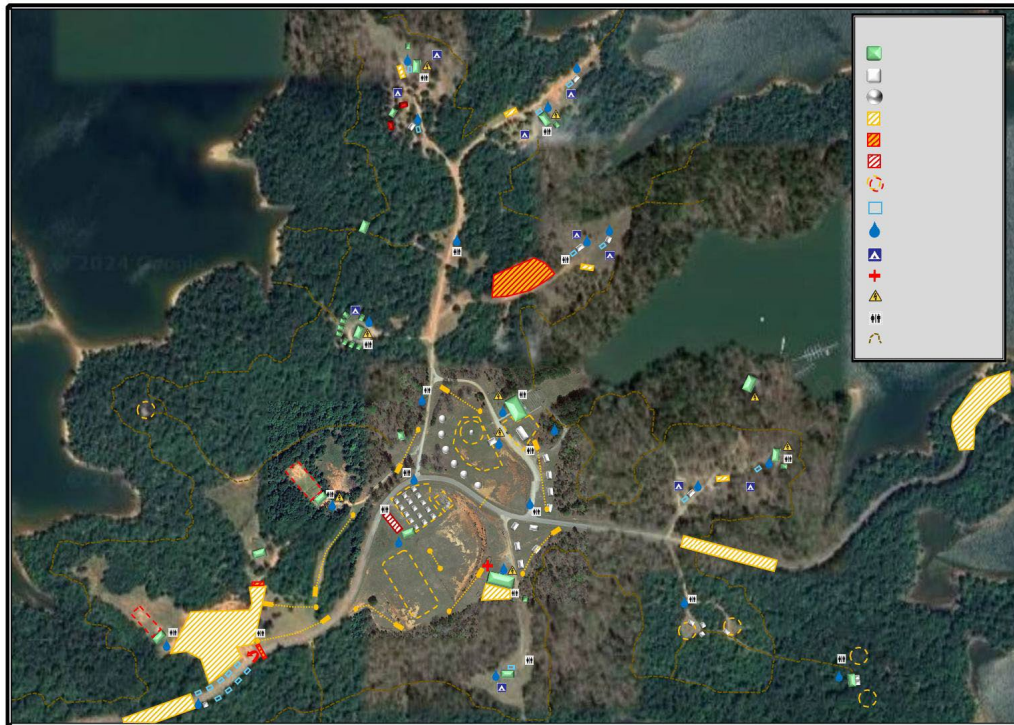
Golf Carts:

A maximum of two golf carts are permissible on camp for each Lodge. All golf carts must be approved in advance with the Service Lodge and all golf cart operators are required to complete the ROHVA training and have their training certificate on file with the Service Lodge Adviser and the Camp Ranger. Golf cart trailers will be stored in the “large” vehicle parking area with their tow vehicle.

Vehicles on Campsites:

As Robert E. Knox Scout Reservation is designated as a “walking camp”, vehicles are not permitted to be in use for the duration of the weekend’s program. Only designated “Service Lodge” vehicles, emergency vehicles, and golf carts authorized for use will be permitted to move on camp. Suggested modes of transportation are on-foot and by use of a bicycle (must have a helmet). Barriers will be placed throughout various areas of camp in order to block-off trails and certain roads.

Map:



Camping Arrangements:

Lodges will be assigned campsite locations based on their respective contingent size. Due to the physical layout of Robert E. Knox Scout Reservation, tents will be required for each participant.

There may be limited Adirondack bed space or hammock space but everyone needs to be prepared to use a personal tent.

No tents or hammocks will be placed/hung in the pavilions. Persons requiring CPAP machines should bring battery powered method of operating the device. Any campers requiring additional accommodations should notify the Service Lodge.

Conclave Fair:

This event will be hosted in the parking lot adjacent to the Sports Pavilion from 9:00 AM to 7:00 PM and will be operated by the Service Lodge. There is space for up to 30 vendors, exhibits, etc. All must be self-supporting. There will be vendors and displays from non-scouting sources and as such do not represent Scouting America (formerly BSA).

Dining Arrangements:

All meals will be prepared and served in or adjacent to the camp's Dining Hall. Those with special dietary requirements should indicate this as part of their registration and we will make every effort to accommodate those made known by March 21, 2025 deadline.

Parking:

Robert E. Knox Scout Reservation has parking available for participants, however carpooling is encouraged to ease traffic congestion during check-in and check-out times. Buses are welcome, but Bob White Lodge must be notified of their arrival by April 23rd, 2025.

All vehicles will be parked in designated parking areas or along the road heading into camp. All vehicles will remain parked until departure. Larger vehicles (i.e. buses) will be parked in a designated parking area.

Each lodge will be allowed to park one (1) trailer at their campsite.

Trading Post Operation:

Bob White Lodge and the Georgia-Carolina Council will be operating a camp trading post that will feature Scout items and local OA and Bob White Lodge memorabilia. All Proceeds from these sales benefit the Bob White Lodge and the Georgia-Carolina Council. Likewise, any loss incurred by these items is the responsibility of the Bob White Lodge and Georgia-Carolina Council alone. Section E7 will have items/memorabilia available in the Trading Post which are separate from the other items being sold. These are the property of the Section and all proceeds will go to the Section. Likewise, any loss incurred by these items is the responsibility of Section E7 alone.

At midnight on Saturday night of the Conclave, the Service Lodge may exercise the option to purchase the remaining "Conclave" items from the Section at cost, or at a price above cost but not

to exceed the retail price, to allow the event to break even. Once transferred to the Service Lodge, they may opt to sell some or all items at reduced prices on Sunday to expedite liquidation of the inventory.

Use of “Conclave” Terminology:

The Service Lodge intends to use the “Cornerstone Conclave 2025”, “Cornerstone Conclave”, and “Cornerstone Conclave - 2025” terminology on patches, shirts, and other items deemed necessary for both the event of Cornerstone Conclave 2025 as well as workdays and other pertaining events leading up to it.

Tentative Schedule, Memorabilia, and Budget:

[Click Here to Read Full Proposal](#)

Contact Information:

Bob White Lodge Adviser:

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Georgia-Carolina Council

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Service Lodge CVC:

Jackson Musto

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Phone: (779) 227-7812

If you have any questions, comments, or concerns, please contact the Service Lodge CVC, Service Lodge Adviser, Bob White Lodge Adviser, or Georgia-Carolina Council.

II. Quest Proposal:

Quest CVC: Maddie Wilson

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Program Adviser: Jimmy Summers

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Phone Number: 803-412-8069

Quest Event List:

- Tug-o-War
- Ultimate Frisbee
- Volleyball
- Iron Scout Relay
- Dizzy Izzy Relay
- Archery
- Rifle
- Disc Golf
- Adviser Cookoff

Quest Game Schedule:

- 12:30pm: Ultimate Game 1: **Atta Kulla Kulla** vs **Eswau Huppeday** (Field 1)
- 1:00pm: Volleyball Game 1: **Tsali** vs **Unali'Yi**
- 1:00pm: Dizzy Izzy Relay
- 1:30pm: Ultimate Game 2: **Catawba** vs **Muscogee** (Field 1)
- 1:30pm: Ultimate Game 3: **Bob White** vs **Winner of Game 1** (Field 2)
- 1:30pm: Volleyball Game 2: **Eswau Huppeday** vs **Skyuka**
- 1:30pm: Rifle: **Skyuka**
- 1:30pm: Archery: **Itibapishe Iti Hollo**
- 1:30pm: Disc Golf 2: **Atta Kulla Kulla** and 2 **Eswau Huppeday**
- 1:40pm: Disc Golf 2: **Eswau Huppeday** and 2 **Muscogee**
- 1:50pm: Rifle: **Itibapishe Iti Hollo**
- 1:50pm: Archery: **Atta Kulla Kulla**
- 1:50pm: Disc Golf 2: **Muscogee** and 2 **Atta Kulla Kulla**
- 2:00pm: Volleyball Game 3: **Catawba** vs **Winner of Game 1**
- 2:00pm: Disc Golf 2: **Catawba** vs 2 **Bob White**
- 2:00pm: Tug-o-war
- 2:00pm: Iron Scout Relay
- 2:10pm: Rifle: **Atta Kulla Kulla**
- 2:10pm: Archery: **Eswau Huppeday**
- 2:10pm: Disc Golf 2: **Bob White** and 2 **Tsali**
- 2:20pm: Disc Golf 2: **Tsali** and 2 **Catawba**
- 2:30pm: Volleyball Game 4: **Itibapishe Iti Hollo** vs **Muscogee**
- 2:30pm: Rifle: **Eswau Huppeday**
- 2:30pm: Archery: **Catawba**
- 2:30pm: Disc Golf 2: **Unali'Yi** and 2 **Skyuka**
- 2:40pm: Disc Golf 2: **Skyuka** and 2 **Itibapishe Iti Hollo**

2:50pm: Rifle: Catawba

2:50pm: Archery: Muscogee

2:50pm: Disc Golf 2: Itibapishe Iti Hollo and 2 Unali'Yi

3:00pm: Volleyball Game 5: Bob White vs Atta Kulla Kulla

3:10pm: Rifle: Muscogee

3:10pm: Archery: Bob White

3:30pm: Volleyball Game 6: Winner of Games 2 and 3

3:30pm: Rifle: Bob White

3:30pm: Archery: Tsali

3:50pm: Rifle: Tsali

3:50pm: Archery: Unali'Yi

4:00pm: Ultimate Game 4: Tsali vs Unali'Yi (Field 1)

4:00pm: Ultimate Game 5: Itibapishe Iti Hollo vs Skyuka (Field 2)

4:00pm: Volleyball Game 7: Winner of Games 4 and 5

4:30pm: Ultimate Game 6: Winner of Games 2 and 3 (Field 1)

4:30pm: Ultimate Game 7: Winner of Games 4 and 5 (Field 2)

4:30pm: Volleyball Championship Game: Winners of Games 6 and 7

5:00pm: Ultimate Championship Game: Winners of Games 6 and 7

4:10pm: Rifle: Unali'Yi

4:10pm: Archery: Skyuka

5:00pm: Adviser Cook Off desserts due

Judging Assignments for Lodges:

Lodges will receive points toward Honor Lodge and Lodge of the Year for providing their assigned number of judges for each event.

Each Lodge will be required to provide three judges. The judges will be distributed across all events to promote collaboration across all Lodges and fairness for each event.

Shootings Sports would be run by Bob White with judging assistance from other Lodges.

General Rules for Quest Participation:

- 1) It is the duty of the Section Quest CVC to uphold the sanctity of the Conclave Quest Events. Should a discrepancy occur with any of the Quest Events, the Section Quest CVC shall follow the prescribed course of action:
 - a) A warning, and a return to competition.
 - b) Disqualification from that respective event. (Equivalent to a point total of zero (0) for the individual event.)
- 2) Spectators and fans must abide by the Scout Oath and Law. Failure to do so may result in action (as in section 1) by the Section Quest CVC.
- 3) Delegates, who are inevitably used to carry out the administration of Quest events, are only able to follow the rules stated in this pamphlet. Therefore, they may not under any circumstance initiate any sort of disciplinary measure without the presence of the Section Quest CVC
- 4) Only Youth delegates (Under the age of 21) may participate in scored Quest Events.
- 5) Each Quest Event will have a score form with the rules, records, Lodge names, and time slots for each Lodge, as provided by the Section Quest CVC. These sheets will be required to be turned in by judges in order for scores to be tallied.
- 6) All participants in shooting sports events shall attend a mandatory range safety briefing provided by Service Lodge RSO's and other range authorities prior to the start of the competition.
- 7) All participants canoeing in the Iron Scout Relay will be required to provide a BSA SWIM CHECK VERIFICATION turned in Friday of Conclave by the Council of Chiefs Dinner.

Quest for the Golden Arrow Scoring:

1. The Quest for the Golden Arrow will be given to the lodge with the most overall points in all Quest events.
2. Lodges will be ranked 1st through 9th in each event they participate in and assigned points accordingly. These points will be assigned as such:
 - a) Ranking 1 2 3 4 5 6 7 8 9
 - b) Points 9 8 7 6 5 4 3 2 1
3. A lodge that does not participate in an event will get a point value of zero (0).
4. If there is a tie within any particular event, all lodges involved in the tie will average their assigned scores.
 - a) Example: Two lodges come in first place, and both of those lodges will receive 8.5 points (an average of 8 and 9).
5. Tug of War and Ultimate Frisbee have separate scoring structures. Please see the event description below for details.

Tug of War:

Schedule:

Tug of War will start at 2:00pm and lodges will compete until a winner is determined.

Rules:

- 1) Each lodge may enter a team of at least four (4) and up to six (6) members whose combined weight does not exceed one thousand (1,000) pounds. The Service Lodge will provide a scale and wrist bands which team members must wear after weigh-in.
- 2) The rope will have three (3) flags: One (1) at the center, two (2) at an equal distance of three (3) feet apart from the center flag.
- 3) The winner will be the first team to pull their opponents flag across the centerline.
- 4) No "wrapping" of the rope in any manner will be allowed, this includes the last individual at the end of the rope.
- 5) Protective gloves are recommended, and each lodge must bring its own gloves for competition (the gloves cannot be sticky or talc-ed).
- 6) All six (6) contestants must wear shoes during the entirety of the event. Shoes with cleats or spikes are prohibited.
- 7) The teams must remain the same throughout the completion of every round. In case of injury, the Section Quest Coordinator or their designee must approve replacements.

- 8) Each team member must wear the designated wristbands that will be handed out during the weigh-in prior to Lunch. Those without a wristband will not be allowed to participate.
- a. Round One will be as follows:
 - i. The winner (Eswau Huppeday) and runner-up (Bob White) from the previous year will have a bye in Round One.
 - ii. Of the remaining seven lodges, two shall be randomly selected and seeded into brackets for Round One. The five other lodges not selected will be seeded against one another in Round Two.
 - iii. Competition in Round One will be single elimination determined after one pull resulting in a win or loss.
 - iv. The winner of Round One will be seeded into Round Two.
 - b. Round Two will be as follows:
 - i. The eight (8) lodges left in the competition will be randomly seeded against one another.
 - ii. Competition in Round Two will be single elimination determined after one pull resulting in a win or loss.
 - iii. The winners of Round Two will move to Round Three. Should both last year's winner and runner-up prevail they will be bracketed so that the previous year's winner and runner-up are not facing each other in Round Three.
 - c. Round Three will be as follows:
 - i. The four (4) remaining lodges will be randomly seeded against one another in Round Three. If the previous year's winner and runner-up are in Round Three, they will be placed in opposite brackets.
 - ii. Round Three will be determined in a best two-out-of-three format.
 - iii. The lodge in each bracket attaining two wins shall proceed to the Championship Round.
 - d. The Championship Round will be as follows:
 - i. The Championship Round will consist of the two winners of Round Three.
 - ii. The Championship Round will be determined in a best two out of three format. The lodge in each bracket attaining two wins in the Championship Round shall be the Champions.
 - e. The Loser Game will be as follows:
 - i. The Loser Round will consist of the two losers of Round Three.
 - ii. The Loser Round will be determined in a best two out of three format. The lodge that wins is third place and the lodge that loses is fourth place.
- 9) The following points will be allocated:
- a. 1st place = 10 pts
 - b. 2nd place = 8 pts
 - c. 3rd-4th place = 6 pts
 - d. 5th-8th place = 4 pts

e. 9th place = 3 pts

10) Disqualification will result from:

- a. Any interference from members of the team's lodge while in competition.
- b. Any violation of the above rules for this event.
- c. A five (5) foot police line will be kept around the competition to prevent bystanders from accidentally violating the laws of good play.
- d. The competition will be held in a central location on level ground with even coverage on both sides of the rope.

Ultimate Frisbee:

Schedule:

12:30pm: Game 1:	Atta Kulla Kulla vs Eswau Huppeday (Field 1)
1:30pm: Game 2:	Catawba vs Muscogee (Field 1)
1:30pm: Game 3:	Bob White vs Winner of Game 1 (Field 2)
4:00pm: Game 4:	Tsali vs Unali'Yi (Field 1)
4:00pm: Game 5:	Itibapishe Iti Hollo vs Skyuka (Field 2)
4:30pm: Game 6:	Winner of Games 2 and 3 (Field 1)
4:30pm: Game 7:	Winner of Games 4 and 5 (Field 2)
5:00pm: Championship Game:	Winners of Games 6 and 7 (Field 1)
5:00pm: Loser Game	Losers from Games 6 and 7 (Field 2)

Rules:

- 1) Each lodge may enter a team of up to fifteen (15) members, of which any seven (7) will be playing the game, while the remaining eight (8) are substitute players off the playing area.
- 2) Each team member must wear the designated wristbands that will be handed out to the Lodges when they arrive at camp along with the other handouts. Those without a wristband will not be allowed to participate.
- 3) Playing substitutions can be completed only:
 - a) After a goal and before the substituting team has signaled readiness.
 - b) To replace injured players or players with illegal equipment. In this case, the opposing team can substitute a like number of, or fewer, players.
 - c) A team may only use any of the fifteen (15) registered players as substitutes.
- 4) Each game will be played on a small-sized playing field, to be staked out in football fashion, end zone, etc.

- 5) The winner of each game will be the team with the most scores after a period of fifteen (15) minutes per game. The championship round shall consist of two fifteen (15) minute halves with a five (5) minute halftime.
 - a) The first possession will be decided by a coin toss. Teams can choose either to gain possession or to throw off.
 - b) To begin play at the referee's signal, the team throwing off will throw off from its end zone.
 - c) A missed/blocked catch will result in loss of possession.
 - d) After a score, the opposite team may begin to play only when the Frisbee is held by a member of the opposing team in the end zone where the score took place.
- 6) Players may not run with the Frisbee, it must be thrown to a team member from a stationary position, and failure to do so will result in a loss of possession. As in the player MUST stop his/her momentum after a catch.
- 7) A goal is scored when an in-bounds player catches any legal pass in the end zone of attack and retains possession of the disc throughout all ground contact related to the catch.
- 8) To be considered in the end zone after gaining possession of the disc, the player's first point of ground contact must be completely in the end zone.
 - a) When an in-bounds player in possession of the disc whose first ground contact will be completely within the end zone loses possession of the disc due to an uncontested foul or lands out of the end zone due to an uncontested force-out foul, that player is awarded a goal.
 - b) If after receiving a pass outside the end zone, a player comes to a stop contacting the end zone, that player must carry the disc back to and put it into play at the closest spot on the goal line.
 - c) If a player scores, but then unknowingly throws another pass, a goal is awarded to that player, regardless of the outcome of the pass.
- 9) All contestants must wear non-spiked (track spikes, metal spikes) shoes always during the event. Cleats will be allowed.
 - a) Round One will be as follows:
 - i) Lodges will play a randomly selected opponent in a pre-decided bracket.
 - ii) Each lodge will play out the game to full time, and if a tie is declared extra overtime will begin in sudden death format (the first team to score wins). Possession in overtime will be the same as listed previously.
 - iii) The winner of Round One will move on to Round Two.
 - b) Round Two will be as follows:
 - i) Each lodge will play out the game to full-time, and if a tie is declared extra overtime will begin in sudden death format (the first team to score wins). Possession in overtime will be the same as listed previously.
 - ii) The winners of Round Two will move to Round Three.
 - c) Round Three will be as follows:
 - i) Each lodge will play out the game to full-time, and if a tie is declared extra overtime will begin in sudden death format (the first team to score three times wins). Possession in overtime will be the same as listed previously.
 - d) The Championship Round will be as follows:
 - i) The Championship Round will consist of the two winners of Round Three.

- ii) The lodges will play two fifteen (15) minute halves with a five (5) minute halftime, and if a tie is declared extra overtime will begin in sudden death format (the first team to score wins). Possession in overtime will be the same as listed previously.
- iii) The winner of the Championship Round will be first and the loser will be second.
- e) The Loser Round will be as follows:
 - i) The Loser Round will consist of the two losers of Round Three.
 - ii) The Loser Round will be played as every other round being fifteen (15) minutes. The lodges will play out the game to full time, and if a tie is declared extra overtime will begin in sudden death format (the first team to score wins). Possession in overtime will be the same as listed previously.
 - iii) The winner of the Loser Round will be Third and the loser of the Loser Game will be fourth.
- 10) The following points will be allocated:
 - a) 1. 1st place = 10 pts
 - b) 2. 2nd place = 8 pts
 - c) 3. 3rd-4th place = 6 pts
 - d) 4. 5th-8th place = 4 pts
 - e) 5. 9th place = 3 pts
- 11) Disqualification will result from:
 - a) Any interference from members of the team lodge while competition
 - b) Any violation of the above rules for this event.
 - c) Unsportsmanlike conduct by a participant.
- 12) There will be a stall count of ten (10) seconds, it is the opposing team's responsibility to count at a reasonable, slow pace.
- 13) Defenders must be no closer than a frisbee's length to the thrower.
- 14) Any rules not outlined herein will be governed by the U.S. Ultimate rules.

Volleyball:

Schedule:

1:00pm: Game 1:	Tsali vs Unali'Yi
1:30pm: Game 2:	Eswau Huppeday vs Skyuka
2:00pm: Game 3:	Catawba vs Winner of Game 1
2:30pm: Game 4:	Itibapishe Iti Hollo vs Muscogee
3:00pm: Game 5:	Bob White vs Atta Kulla Kulla
3:30pm: Game 6:	Winner of Games 2 and 3
4:00pm: Game 7:	Winner of Games 4 and 5
4:30pm: Championship Game:	Winners of Games 6 and 7
5:00pm: Loser Game:	Losers of Games 6 and 7

Rules:

1. Each lodge may enter a team of up to five (5) members, of which any three (3) will be playing the game, while the remaining two (2) are substitute players off the playing area.
2. Each team member must wear the designated wristbands that will be handed out to the Lodges when they arrive at camp along with the other handouts. Those without a wristband will not be allowed to participate.
3. Playing substitutions can be completed only:
 - a. After a point and before the substituting team has signaled readiness.
 - b. To replace injured players. In this case, the opposing team can substitute a like number of, or fewer, players.
 - c. A team may only use any of the five (5) registered players as substitutes.
4. Each game will be played on a sand area with taped boundaries. The winner of each game will be the team with the most scores after a period of ten (10) minutes per game. The championship round shall consist of a twenty minute round with a five (5) minute halftime. The winner of this game will be the team with the most points after twenty (20) minutes or the first team to reach twenty-five (25) points.
 - a. The first serve will be decided by a coin toss. The winning team of the coin toss will serve first.
 - b. To begin play at the referee's signal, the team with the ball will serve it over the net.
5. The server is allowed to serve from any spot they so choose behind the end line.
6. The 3 players are considered front-row players, allowing everyone the possibility to attack/block.
7. The ball is still in play if the serve touches the net and carries over.
8. No spiking/blocking on a serve.
9. Double hits off serves are legal.
10. Players may hit the ball with any part of the body.
11. The same player cannot make 2 consecutive hits on the ball.
12. If the ball touches any part of the court line, it is considered in bounds.
13. No interfering with the net.

14. No rotation of positions needed besides serving.

15. Respect the calls of referees.

a. Round One will be as follows:

- i. Lodges will play a randomly selected opponent in a pre-decided bracket.
- ii. Each lodge will play out the game to full time, and if a tie is declared extra overtime will begin in sudden death format (the first team to score wins).
- iii. The winner of Round One will move on to Round Two.

b. Round Two will be as follows:

- i. Each lodge will play out the game to full-time, and if a tie is declared extra overtime will begin in sudden death format (the first team to score wins). Possession in overtime will be the same as listed previously.
- ii. The winners of Round Two will move to Round Three.

c. Round Three will be as follows:

- i. Each lodge will play out the game to full-time, and if a tie is declared extra overtime will begin in sudden death format (the first team to score three times wins). Possession in overtime will be the same as listed previously.

d. The Championship Round will be as follows:

- i. The Championship Round will consist of the two winners of Round Three.
- ii. The lodges will play two ten (10) minutes halves with a five (5) minute halftime.
- iii. The Champions will be the team with the most points after twenty (20) minutes or the first team to reach twenty-five (25) points.

e. The Loser Round will be as follows:

- i. The Loser Round will consist of the two losers of Round Three.
- ii. The lodges will play a regular game of 10 minutes.
- iii. The winner of this round will be third and the loser will be fourth.

16. Disqualification will result from:

- a. Any interference from members of the team lodge while in competition
- b. Any violation of the above rules for this event.
- c. Unsportsmanlike conduct by a participant.

Iron Scout Relay:

Schedule:

Iron Scout Relay will start at 2:00pm and lodges will compete until a winner is determined.

Rules:

- 1) All participants canoeing must have BSA SWIM CHECK VERIFICATION turned in Friday of Conclave by the Council of Chiefs Dinner.
- 2) This is a relay race event designed to highlight running/biking/canoeing skills. Four (4) Arrowmen from each lodge are required, but lodge may use five (5) Arrowmen. Lodges will receive points based on order of finish.
- 3) The event begins at the starting point adjacent to the big arrow. The first participant from each lodge will carry one ribbon with them. They will run $\frac{1}{3}$ mile to the aquatics beach area. At the end of their run, the first participant will hand the ribbon off to their lodge's canoeing teammates.
- 4) Canoeing participants will complete a $\frac{2}{3}$ mile water course ending at the boat ramp. They will collect 1 ribbon upon arrival at the boat ramp. They will pass their 2 ribbons to their cycling teammate.
- 5) BSA Safety Afloat and appropriate waterfront regulations will be enforced. Participants must wear a BSA approved life jacket while participating in the canoeing portion of this event.
- 6) The cyclists will be provided bikes. They are required to wear helmets, and they are encouraged to bring their own. They will complete a 2.1- mile road/trail course ending at the Camp Entrance. Along the way they will collect 2 ribbons. At the end of their course, they will pass the team's 4 ribbons to their runner teammate.
- 7) The final runner may be the runner who started the race or a different Arrowmen. They will run 1 mile to the finish line located adjacent to the camp arrow. The runner must have all 4 ribbons to turn-in after they cross the line.
- 8) Scoring: The first person to pass the finish line at the big arrow will win. They must give all four (4) ribbons to the scorer. Points will be awarded from first to last.

Dizzy Izzy Relay:

Schedule:

Dizzy Izzy will start at 1:00pm and lodges will compete until a winner is determined.

Rules:

- 1) Each Lodge must enter a team of ten (10) people. Five (5) members of each Lodge will be arranged in a line on one side of the field. The other (five) 5 members of each lodge will be placed in a line fifty (50) feet away.
- 2) On the starting side, the first player will have a wiffle ball bat. The first player will place the end of the bat on their forehead and bend over, placing the other end of the bat on the ground. When the judges say go, they will spin in 10 circles.
- 3) Once they finish spinning, they will carry the bat and run fifty (50) feet across the field. They will then hand the bat to the first person in their lodge line and sit down.
- 4) The next participant will then spin in 10 circles in the same fashion. Once they finish spinning, they will carry the bat and run fifty (50) feet across the field. They will hand the bat to the next person in their lodge line and sit down.
- 5) This will continue until all 10 lodge members have spun in 10 circles and run fifty (50) feet.
- 6) The first team to finish spinning and running with all members seated will win. Points will be given from first to last place.

Rifle:

Schedule:

- 1:30pm: Skyuka
- 1:50pm: Itibapishe Iti Hollo
- 2:10pm: Atta Kulla Kulla
- 2:30pm: Eswau Huppeday
- 2:50pm: Catawba
- 3:10pm: Muscogee
- 3:30pm: Bob White
- 3:50pm: Tsali
- 4:10pm: Unali'Yi

Rules:

- 1) All participants in the shooting sport events shall attend a mandatory range safety briefing provided by Service Lodge RSO's and other range authorities prior to the start of the competition.
- 2) The training will be conducted immediately following Conclave Training beginning at 11AM. The training location used will be designated as the "Bob White" Conclave training station located in the Conclave Fair area. Training for the rifle event is expected to last no more than 30 minutes.
- 3) Each Lodge must enter a team of four (4) people. Each Scout will fire five (5) shots at four separate targets for a total of twenty (20) shots each.
- 4) The four (4) Arrowmen from each lodge will be assigned a target fifty (50) feet away. They will have five (5) shots.
- 5) Once all four (4) Scouts are complete at their first firing point, they will rotate to the next firing point and fire their next 5 shots at their same numbered target.
- 6) The Scouts will continue this rotation until they have fired at their patrol's numbered target at each firing point.
- 7) All Scouts in the same patrol will shoot at the same numbered target at each firing point and an accumulated patrol-score will be recorded by the Range Personnel. Each target should have twenty (20) holes when the patrol is complete (each Scout will have fired twenty (20) shots; five (5) shots on each of the four (4) targets).
- 8) Scoring: Each lodge will have 4 targets scored using concentric circles replicating an actual bullseye (10 down to 5). A total lodge score will be provided to the Shooting Sports Judges to determine the places. Points will be given from first to last place.

Archery:

Schedule:

1:30pm: Itibapishe Iti Hollo
1:50pm: Atta Kulla Kulla
2:10pm: Eswau Huppeday
2:30pm: Catawba
2:50pm: Muscogee
3:10pm: Bob White
3:30pm: Tsali
3:50pm: Unali'Yi
4:10pm: Skyuka

Rules:

- 1) All participants in the shooting sport events shall attend a mandatory range safety briefing provided by Service Lodge RSO's and other range authorities prior to the start of the competition.
- 2) The training will be conducted immediately following Conclave Training beginning at 11AM. The training location used will be designated as the "Muscogee" Conclave training station located in the Conclave Fair area. Training for the archery event is expected to last no more than 30 minutes.
- 3) Each Lodge must enter a team of four (4) people. Each Scout will shoot eight (8) arrows.
- 4) There will be multi-color targets with 1-10 scoring rings, at different distances (20', 27', 33', 40')
- 5) The shooting sequence will be conducted as a sequential to parallel shoot until all four (4) archers have finished. The first shooter will start on lane 1, target 1. The first shooter will shoot 2 arrows at target 1 then step back when finished.
- 6) The first shooter will move to lane 2 and the second shooter will step to lane 1. Each shooter will shoot 2 arrows at their respective targets and step back when finished. The shooters will move to the next lane and the third shooter will step up to lane 1. Shooters will shoot as before. This sequence will continue until all shooters have shot 2 arrows at each target.
- 7) Recurve bows (both left and right hand) will be provided for all shooters. Forearm guards provided by the camp will be required. Gloves and finger tabs will be available but not required.
- 8) Scoring: .5 points for 1 on target 1, 1 for 1 on target 2, 1.5 for 1 on target 3, and 2 for 1 on target 4. Points will be given from first to last place based on the total team score.

Disc Golf:

Schedule for Tee Offs:

- 1:30pm: Group 1 two (2) participants from **Atta Kulla Kulla** and two (2) participants from **Eswau Huppeday**
- 1:40pm: Group 2 two (2) participants from **Eswau Huppeday** and two (2) participants from **Muscogee**
- 1:50pm: Group 3 two (2) participants from **Muscogee** and two (2) participants from **Atta Kulla Kulla**
- 2:00pm: Group 4 two (2) participants from **Catawba** and two (2) participants from **Bob White**
- 2:10pm: Group 5 two (2) participants from **Bob White** and two (2) participants from **Tsali**
- 2:20pm: Group 6 two (2) participants from **Tsali** and two (2) participants from **Catawba**
- 2:30pm: Group 7 two (2) participants from **Unali'Yi** and two (2) participants from **Skyuka**
- 2:40pm: Group 8 two (2) participants from **Skyuka** and two (2) participants from **Itibapishe Iti Hollo**
- 2:50pm: Group 9 two (2) participants from **Itibapishe Iti Hollo** and two (2) participants from **Unali'Yi**

Rules:

On Camp there is a disc golf course. When the scheduled quest event is not going on, advisers may play at their leisure.

- 1) Each Lodge must enter a team of four (4) people. Discs will be provided by the service lodge, but participants may bring their own discs.
- 2) Two participants from one lodge will be matched with two participants from another lodge. Arrowmen will be required to have a signature from a member of another lodge next to all of their scores for each tee.

- 3) Disc Golf is played like traditional golf, but with disc golf discs instead of balls and clubs. One throw (stroke) is counted each time the disc is thrown and when a penalty is incurred. The goal is to play each hole in the fewest strokes possible. The player with the lowest total strokes for the entire course wins. The hole is completed when the disc comes to rest in a disc golf basket.
- 4) Never throw when other players or people are within range. Always give park users the right of way. Be aware of your surroundings and environment at all times.
- 5) Each hole begins with a tee throw when every player is ready. Tee throws must be completed within or behind the designated tee area. No “mulligans”.
- 6) The player with the least amount of strokes on the previous hole is the first to tee off on the next hole. Subsequent throws to the basket will be made by the player furthest from the basket.
- 7) The lie is the spot where the player’s previous throw has landed. Mark each lie with a mini marker disc or leave the thrown disc on the ground where it landed. The player’s subsequent throw is made from directly behind the marked lie.
- 8) Fairway throws must be made from directly behind the lie. A run-up and normal follow-through, after release, is allowed, unless the lie is within 10 meters of the target. Any shot within 10 meters of the target requires that the player maintain balance and not move past the lie until the disc comes to rest.
- 9) A mandatory, or mando, is one or more designated trees or poles in the fairway that must be passed to the correct side as indicated by an arrow. If the disc passes to the wrong side of mandatory, either play from the previous lie or from a marked drop zone area if applicable and add a one throw penalty.
- 10) If any area of Out of Bounds is visible between the disc and O.B. line, then the disc is considered O.B. A throw that lands out of bounds, must be played from a point up to 1 meter in bounds from where the disc crossed over the out of bounds line. Permanent water hazards, public roads, and most park boundaries are almost always out of bounds.
- 11) A disc that comes to rest in the disc golf basket or suspended in the chains constitutes the successful completion of that hole.
- 12) Each participant will be given a scorecard to write their score for each hole and the total for the round. Each participant will be required to obtain a signature from a participant from a different lodge at the end of the round. Scorecards should be turned in to the scorekeeper at the end of the round.
- 13) Scoring: the total score from the four (4) participants from each lodge will be added together. The lodge with the lowest total stroke score will win. Points will be given from first to last place.

Adviser Cookoff:

Schedule:

Desserts for the Cook Off are due to the Section Officers at 5pm.

Rules:

- 1) All lodge advisers are encouraged to participate. If they are unable to participate they may have another adviser stand in for them.
- 2) Each lodge must bring their own ingredients and food. The service lodge will provide dutch ovens, cooking materials, and cleaning supplies.
- 3) Lodge advisers must prepare a dutch oven dessert for the Section Officers to judge. This event does not affect Quest for the Golden Arrow scoring.
- 4) Lodge advisers are encouraged to create unique, delicious desserts. One serving of the dessert should be plated and brought to the Section Officers to judge at 5pm.
- 5) Desserts will be judged on display, creativity, and taste.
- 6) Lodge advisers are encouraged to share the remainder of their dessert with the Arrowmen of their lodge.
- 7) Dutch ovens and cooking materials must be cleaned and returned to the host lodge by 10pm on Saturday night.

III. Ceremonies Events Proposal

Ceremonies Events Coordinator: Wilson Stokes

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Ceremonies Events Adviser: Tim Hunt

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Statement of Purpose:

The purpose of the ceremony team evaluation is to provide an opportunity for teams to learn how to improve ceremonies from qualified judges and to help teams learn through a thorough and positive evaluation with suggestions for improvement. Ceremony teams are not rated against each other but against a national standard. Ceremony team evaluation is purely education, and there is no need for teams to be highly experienced to participate.

In addition, team evaluation can motivate both new and experienced teams to improve their ceremony and foster a healthy evaluative atmosphere where ceremonialists can improve and learn from others.

Evaluations are means to an end, not ends in themselves. Teams should make sure that they are motivated by the desire to improve their ceremony and should guard against ungenerous attitudes.

Please note that these evaluations are NOT a competition. The goal of this year's ceremony evaluations is to foster personal growth and to garner feedback from experienced evaluators so the ceremonialists can:

1. Be recognized for their hard work and accomplishments.
2. Be given advice on how to improve in both small and big ways.
3. Understand how THEY provide a meaningful experience to the most important person in the ceremonies, the candidate.

Qualifications:

Any team with the following qualifications may enter:

- All team members must be current, dues-paid members of Scouting America from the same lodge.
- Each participant must be under 21 years of age
- Each team must be an active team performing ceremonies with the lodge. “All-star” or “competition-only” teams are not allowed.
- Each participant must be in American Indian style dress, the Scout Field Uniform, or the alternative ceremonial clothing consisting of a black shirt with black pants, and their current OA sash. All principals should be of the same tribe, nation, or other historic group. All parts must be fully memorized using the latest printing of the appropriate Order of the Arrow ceremony.
- The use of face paint, body paint, endangered animal parts, wigs, or any type of U.S. flag is prohibited (see Chapter 4, Field Operations Guide). Any display of disrespect, carelessness, and/or gross inappropriateness for American Indian customs may be cause for disqualification of the team.
- Appropriate undergarments shall be worn under regalia. Each participant must wear shorts for modesty. For safety reasons, appropriate footwear should be worn.
- Each lodge with a team in the evaluation is required to provide a judge, 21 years of age or older, which meets the requirements for judge eligibility. Lodges that are unable to provide a judge will be permitted to be evaluated subject to an adequate number of judges.

Performance:

Each team being evaluated will perform according to the following standards:

- Pre-Ordeal Ceremony Text: Each team will perform the Pre-Ordeal Ceremony beginning with the Nutiket saying “Awake, my friends.” and ending with Kichkinet saying “Let us try to find the Arrow.” Each team must use the most current edition of the ceremony text.
- Brotherhood Ceremony Text: Each team will perform the Brotherhood Ceremony beginning with Allowat Sakima saying “There should fall a solemn silence” and

ending with Meteu saying “Let us congratulate our brothers.” Each team must use the most current edition of the ceremony text. No team is allowed to invest inside the ceremony circle. If a team wishes to invest for the Brotherhood Ceremony, they may do so before their allotted time outside of the circle. For the song, the four principles and their candidates will circle up and pause for a moment and then continue with the rest of closing.

- The host lodge will provide the necessary tokens for the Brotherhood Ceremony. The necessary tokens include a burden, a “fire”, and a candelabra. For the Pre-Ordeal ceremony, teams must provide their own bow, bowstring, and arrow. Each lodge is expected to provide an appropriate number of mock candidates (2-4 is recommended).
- Each lodge is required to submit the names of its ceremony team members by Monday, March 31st to the Ceremony Events Coordinator by email.
- Each team will be ready at the assigned time, even if the evaluations are running behind schedule. Judges will be allocated five (5) minutes for scoring and reviewing with each team. Teams that arrive late may be rescheduled or disqualified at the discretion of the Head Judge.
- If a Ceremony team excessively exceeds (15 minutes) the allotted time for each ceremony they will be subject to disqualification
- After the conclusion of each ceremony, teams will receive immediate verbal feedback from the judges, followed by written feedback and evaluation sheets at the end of the weekend.
- Following the presentation of awards on Sunday of Conclave, scores and judging sheets will be available for pick-up by the lodge.
- Lodge Chiefs from each lodge in the section will be asked at the Council of Chiefs meeting the Friday of the Conclave to request a time for their ceremony teams to compete. The final order of competition will be determined by the Ceremony Events Coordinator with consideration given to the advice and concerns of the youth leaders and adult advisers of each team. The final order will be made known to the judges on the Friday night of Conclave and published in the Saturday morning edition of Five Feathers.

Judges:

- There will be a judge from each participating lodge per evaluation or at least four judges per ceremony group.
- To speed up evaluations, there will be 4 separate evaluations occurring at once. Two (2) Pre-Ordeal and Two (2) Brotherhood.

- Each participating lodge is asked to contribute one adult to the judging panel of each ceremony evaluation that they enter. Non-participating lodges may be asked to produce a judge if less than seven lodges participate in the respective ceremonies. One lodge-submitted judge from each panel will be selected by the Ceremony Events Coordinator to be the Head Judge.
- Each judge should have sufficient word-for-word knowledge of the ceremonies that they will notice deviations without having to refer to the text. In addition, each judge should have recent experience in working with ceremony teams as a coach or adviser.
- The Ceremony Events Committee will not provide a memory judge in addition to the lodge-provided judges. All judges will be given a script and be responsible for scoring each ceremonialist in the categories of Technical, Physical and Verbal on the evaluation sheet.
- Consultation among the judges may be held at the discretion of the Head Judge. If consultation does not resolve the discrepancy, the Head Judge, Ceremony Events Coordinator and Adviser may resolve the issue through the disqualification of incongruous scoring.
- Judges will be required to attend a meeting before the ceremonies on Saturday.

Evaluation Criteria:

- The goal of the ceremony evaluation is to produce teams that perform better induction ceremonies. The true test of a ceremony team is how they work together to create a ceremony for candidates. Judges should watch the team as a group, seeking good examples of continuity, the flow of the ceremony from one principal to another, and the impression that would be made on the candidates in a real induction ceremony.
- Each judge should fill out the evaluation sheet below for each ceremony they evaluate. Individuals will be evaluated from a Fair, Good, Excellent, and Exemplary category in each of the following skill categories: Technical – Memorization and Movements. Physical – Bearing and Gestures. Verbal – Clarity and Expression. These six (6) different criteria will be compiled together to determine the individual's overall score.
- A team and the individual will either receive a Fair, Good, Excellent, or Exemplary rating (Whole teams with the Exemplary rating must have no team member may be rated Fair). The scoring and standards are better explained in the Ceremony Evaluations Rubric below.

- In order to have more definitive scoring, the scores will directly be based on an average of the scores from each judge. Therefore, each judge should take care to accurately and constructively criticize each ceremonialist's performance.

Awards:

- During the recognition, each team will be recognized with their corresponding rating in order of all the Fairs, next will come all the Goods, then Excellents, and finally all the Exemplary ratings.
- For all the individuals, we will recognize all the Excellent and Exemplary ceremonialists of each Principle.

Overall Rating Standards:

Within a skill, a Good or higher rating requires that no element of Fair exists. Otherwise, a skill must be rated Fair even if elements of Good or higher existed.

- An overall Good rating requires 4 or more skills rated *Good* or higher.
- An overall *Excellent* rating requires 5 or more skills rated *Excellent* or higher.
- An overall *Exemplary* rating requires 5 or more skills rated *Exemplary*.

Honor Team Criteria:

- No team member may be rated ***Fair***.
- No more than one team member may be rated ***Good***.
- No team member's may have read any of the text; everything must be memorized.
- At least three team members must be rated ***Excellent*** or ***Exemplary***.

Ceremony Evaluation Guidelines:

The SKILLS in the evaluation rubric identify the means by which ceremonialists engage and inspire candidates with the gift of the Admonition. The purpose of the evaluation is to model the giving of that gift by validating each ceremonialist's service and by providing clear, actionable guidance on how to better employ these skills. The rubric and these guidelines define a shared, specific vocabulary and rating standards for use by ceremonialists, advisers, and evaluators across the Order of the Arrow.

Skill Ratings: Definitions & Criteria

- No alterations or additions to the ceremonial text are permitted.
- "Few" errors means not more than five. "Minor" errors would not gain candidate notice.
- "Nearly perfect" means not more than three minor errors.
- Skill errors or deficiencies exceeding either the number of magnitude defined by Good require a Fair rating.
- Skills must unquestionably exceed Excellent to be rated Exemplary.

Technical

- **Memorization:** Applies to all ceremonial text spoken to candidates by a principle, elangomat, nimat, or guide.
- **Movements:** Applies to all directions specified by the ceremony notes and diagrams. These include, but are not limited to, entering and moving within the circle, guiding candidates, handling and displaying tokens, and conducting the seals.

Physical

- **Bearing:** Applies to the nonverbal personification of a principle such as:
 - Walking or moving about the ceremony circle (rate, natural/unnatural)
 - Physical stance, posture, or orientation (crossed arms is closed body language but arms not crossed is open; looking at speaker)
 - Eye contact with audience (Candidates AND Judges) or speaking principle
 - Facial expressions
 - Interaction with candidates and other principles
- **Gestures:** Physical motions that highlight, describe, or more clearly define the spoken words and are intuitively obvious to the candidate. (Motions without meaning or motions understood by the principle but not by the candidate are harmful distractions not helpful gestures.)

Verbal

- **Clarity:** “Technical Speech,” the mechanical aspects of speech, such as:
 - Pronunciation: words should be spoken correctly & syllables fully pronounced
 - Projection: Speaker should be clearly heard
 - Rate: A candidate readily understands without losing attention or lack of comprehension, Should not be too slow or too fast, should be similar to how a person would give a speech or deliver poetry.
 - Phrasing: Phrasing should sound natural, Words should be grouped into logical ideas and presented in full sentences without being obscured by choppy “lines”
 - Please note: “Clarity” should not inhibit the performance.
- **Expression:** “Non-technical speech,” the manipulation of tone, volume, pauses, and other vocal inflection used to illustrate or emphasize.
 - Feelings (such as, solitude, sadness, resolve, strength, joy)
 - Images (such as, elements of nature, living in community)
 - Ideas (such as, choice, brotherhood, cheerfulness, service, ignorance, enlightenment)
 - Please note: Each Principal has a unique character and that character is interpreted by the ceremonialist, therefore, the performances of a principle in a team should be distinct from the other principles on a team. Essentially, the text does not differentiate the principal’s character but the performance.

Lodge: _____ Ceremony: PO BH

Overall is based on the majority of the category ratings, where minimum Technical skill is the maximum possible rating and any Fair rating is Fair overall.

Nutiket: _____

CATEGORY	SKILL	RATINGS (per Ceremony Eval. Rubric)			
		Fair	Good	Excellent	Exemplary
Technical	Memorization				
	Movements				
Physical	Bearing				
	Gestures				
Verbal	Clarity				
	Expression				
OVERALL RATING					

Notes:

Meteu: _____

CATEGORY	SKILL	RATINGS (per Ceremony Eval. Rubric)			
		Fair	Good	Excellent	Exemplary
Technical	Memorization				
	Movements				
Physical	Bearing				
	Gestures				
Verbal	Clarity				
	Expression				
OVERALL RATING					

Notes:

Allowat Sakima: _____

CATEGORY	SKILL	RATINGS (per Ceremony Eval. Rubric)			
		Fair	Good	Excellent	Exemplary
Technical	Memorization				
	Movements				
Physical	Bearing				
	Gestures				
Verbal	Clarity				
	Expression				
OVERALL RATING					

Notes:

Kichkinet: _____

CATEGORY	SKILL	RATINGS (per Ceremony Eval. Rubric)			
		Fair	Good	Excellent	Exemplary
Technical	Memorization				
	Movements				
Physical	Bearing				
	Gestures				
Verbal	Clarity				
	Expression				
OVERALL RATING					

Notes:

**Order of the Arrow – Eastern Region, Section 7 Ceremony
Evaluation Rubric**

The current edition of the ceremony text must be used for all evaluations.

Category	Skill	Rating			
		Fair	Good	Excellent	Exemplary
	Memorization	More than a few errors <i>or</i> obvious / inappropriate pauses.	Few <i>and</i> minor errors.	Nearly perfect per the ceremonial text.	Perfect per the ceremonial text.
	Movements	More than a few <i>or</i> noticeable errors.	Few <i>and</i> minor errors.	Nearly perfect per the ceremonial text.	Perfect per the ceremonial text.
	Bearing	Little to not candidate eye contact. Closed body language. Does not always give the speaker unbroken attention.	More often than not: Engages candidates & principles with eye contact <i>and</i> body language. Gives the speaker unbroken attention	Regularly engages candidates & principles with eye contact and body language. Gives speaker unbroken attention.	Masterfully engages candidates & principles with eye contact, body language, & facial expressions. Give the speaker unbroken attention.
	Gestures	Gestures are absent <i>or</i> meaningless <i>or</i> distracting.	Gestures, while sparingly used, are intuitively obvious in reinforcing spoken words.	Gestures are used regularly and judiciously to reinforce spoken words.	Gestures are used masterfully to engage candidates and crystalize understanding.
	Clarity	Incorrect pronunciation, <i>or</i> inadequate projection, <i>or</i> inappropriate rate.	Words are generally spoken clearly, correctly, and audibly.	Words are spoken conversationally while remaining consistently clear, correct, & audible.	Words are spoken masterfully to engage candidates, and crystalize understanding.
	Expression	No feeling; monotone; <i>or</i> no emphasis.	Tone or emphasis is generally present and appropriate, when used.	Regularly speaks with natural & appropriate tone & emphasis.	Masterfully uses tone & emphasis to engage candidates, and crystalize understanding.

IV. American Indian Affairs Proposal

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AIA Adviser: Justin Cobb

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AIA REGISTRATION PROCEDURES:

1. All competitions registration will be taking place the Friday night of Conclave, this includes team and individual competitions.

ONLY SEND THE DESIGNATED PEOPLE BELOW

1. Individual Competitors

1. AIA Chairman of your lodge will register each dancer on their behalf and competitions numbers will be picked up Saturday immediately prior to the dance competitions starting.

2. The only exemption is the Hand Drum competition which will register themselves as there is a more in-depth process outlined in the Hand Drum Section of the proposal.

2. Team Sing

1. Lead Singer or AIA Chairman will complete the registration for the whole team, outlines in the Team Sing Section of the proposal.

3. Powwow Exhibition Group Dance

1. AIA Chairman of your lodge will register the dancers and singers for the exhibition team.

4. Craft Competition

1. Bring prefilled labels which will be sent out closer to the conclave. They will be sent out to the AIA Chairman of the 9 lodges

Powwow Exhibition Group Dance

The Powwow Exhibition Team Dance is a competition allowing youth to use their modern-day powwow dance clothes for another competition other than the individual dance style competitions.

This is another way for the AIA program to “fuel the fire” for our youth Arrowmen across the nation. Much like a high school cross-country team, you race for yourself in individual competition and now for your team as well.

A. Teams

Teams shall have a minimum of four (4) members. All members MUST be from the same lodge.

No section teams or teams made up of members from more than one lodge may enter the competition. All team participants must be under twenty-one (21) years of age at the time of the conference, be registered members of the BSA and the Order of the Arrow, and registered conference participants. If a team's dance show involves audience participation, the team is responsible for bringing extra members from their lodge to the competition to act as "audience members" for the performance. Audience members will need to be youth members of the Order of the Arrow as well. Conclave staff and the AIA Dance Competition staff will NOT provide additional people for a dance team's exhibition.

B. Acceptable Dances

The purpose in having this competition is for lodges to showcase exhibition dances that may be seen at powwows today. This would include such dance demonstrations and exhibitions that they may do for Cub Scout meetings, service organizations, or any other public performances. Teams can choose to showcase a variety of things, including, but not limited to, contemporary powwow dance style demonstrations or a choreographed team dance of multiple dancers of the same or different dance styles.

Examples are:

a. A showcase/exhibition of each dance style with the correct drum or

recorded music.

b. Synchronized team dance - An example would be 4 grass dancers doing the same move to a Northern Drum.

c. Line dancing with southern straight dancers with the correct drum or recorded music.

d. Specialty dances of certain styles, such as Traditional dances doing a Sneak-Up or Duck-n-Dive.

e. Hoop dancing, snake dance, trick songs, sneak up, crow hop, duck and dive, dropped article, round dance.

In choosing the dance(s) in which you will perform, consider the following:

1. Dances must be NON-RELIGIOUS and in good taste.

2. Society, clan, or family dances are not acceptable.

3. This is NOT the Historical Team Dance Competition! But for your

information - Tribal Councils have asked that the Boy Scouts of America refrain from performing the following dances: Masked dances of: Pueblos, Apache,

Iroquois, Creek, Cherokee, or Northwest Coast tribes (A mask is defined as anything that covers the face of the wearer hiding his/her true identity.). The

Ghost Dance, the Pipe ceremony, the Pipe Dance, the Sun Dance, the Hopi Snake Dance, Gourd Dance and the Peyote Ritual are also not acceptable (These dances are NOT acceptable for any conference competition.)

4. The time limit is 10-15 minutes total time on stage. Total time includes:

prop/scenery set up (if any), narrative, dance(s), dance clothes changes (if any), and removal of any props/scenery. Timing begins when the first participant steps onto the competition floor. (Note: Background scenery is not necessary or required.)

5. Teams are limited to a maximum of three (3) dances. Performance of more than one dance is not required, but teams should ensure that judges are provided enough presentation time to fairly assess the team's knowledge and abilities.

C. Rules Concerning Attire

1. No protected species parts allowed on any attire. Please be aware of State and Federal laws regarding endangered species parts.

2. Within the guidelines found in the U.S. Code as to the American Flag, flags are not to be used as wearing apparel. With this in mind, no type of U.S. Flag(s) will be permitted as a part of dance attire and should be removed prior to the conference. Flag motifs in quillwork, beadwork, and cloth work are acceptable.

3. National Order of the Arrow Face Paint Policy: Order of the Arrow National

Conferences and activities conducted beyond the individual lodge will not permit face paint, body paint or wigs to be used in social or competition dancing, in ceremonies, or ceremonies competition.

4. The Boy Scouts of America policy regarding firearms and knives, as stated in the Guide to Safe Scouting will be followed. While we are guests at a university campus, we will abide by the campus policy regarding weapons.

D. Lodge Team Dance (Powwow Exhibition Team Dance) Judging Criteria

Teams competing in the Lodge Team Dance Competition will be judged and awarded a score by each judge on the judging panel in each of the seven (7) areas discussed below. Each area is worth a maximum of ten (10) points and teams may receive a point score ranging from 0 to 10.

Team standing/placement is determined by totaling all points received from the judges. Actual scores/points given by judges will not be provided to the teams, however critique sheets from all judges will be provided to the team at the conclusion of its performance. Relative ranking of the teams will be available the day after the competition is finished.

E.1. Performance

Performances will differ from team to team as to what the content is. Some involve audience participation as well. Because of this broad spectrum, it is difficult to give exact guidelines as to what the judges expect. The most important thing is we expect that the dance show is an accurate

representation of contemporary powwow dance styles that is used to educate others in an entertaining way. Judges will evaluate the accuracy of the narration and dances as well as the skill of the team in performing their various roles in the show. Entertainment is an important factor here as well and will be judged accordingly.

E.2. Master of Ceremonies (MC)

Each group will need a MC to speak for the entire group about what performance is about to take place. The role of the MC is to inform and educate the audience and the MC is expected to show their knowledge about the dances that will be performed. Teams are encouraged to seek an Arrowman that is a great public speaker, engaging, enthusiastic, and understandable. Today's Powwow MC's do an excellent job of keeping the powwow flowing and are very knowledgeable.

E.3. American Indian Dance Clothes

Please see the individual dance competition resources for guidance on dance clothes.

E.4. Authenticity

Teams will be judged on the quality of the interpretation and presentation of their dance(s). Contemporary dances must be a good reflection of the current trends in the powwow world.

E.5. Ability to Perform as a Team

Teams will be judged on their ability to perform their dance(s) so as to exhibit a true oneness and feeling for the dance(s). Teamwork and perceptive interpretation of the dance(s) by the team as a whole will be considered.

E.6. Music

Teams will be judged on their use of drumming, singing and any other necessary musical accompaniment that should be used for their particular dance(s). As always, quality as well as authenticity of the musical aspect will be considered. The use of recorded music can be used and is encouraged. Bonus points will be given to teams that use their own drum team (max of 10 points.) If you choose to use your own live drum and have singers you will need good quality singing. A team will need to choose wisely when considering having good quality recorded music or an average drum group. Today's Powwows have a strong connection to major drum groups attracting some of the best talented dancers. Music can be placed on a CD or MP3 format to be used on the sound system provided by the camp.

E.7. General Effect and Impression

The general effect and impression of the overall presentation will also be evaluated. This somewhat subjective criteria will permit judges to evaluate the educational, entertainment and informational worth of the overall presentation. Good use of allotted dance time will be considered.

E. Recognition and Awards

1. Each team will be evaluated and given a rating once their points are tallied up.

The ratings will be a Gold, Silver, or Bronze Dance Team. Awards will be given to the teams appropriate to their rating. The judges may also specially recognize some teams that performed exceptionally well in their top-notch performance. Ribbons will be awarded to each participant that performs on the recognized dance team.

2. The winning team will be given the opportunity to perform at the Conference Festival Powwow.

Northern and Southern Singing Competitions

Drum members MUST be from the same lodge. All drum members must be under 21 years of age at the time of the competition, members of the Order of the Arrow, and registered participants at the event. Each lodge is allowed to enter one team. All singing must be done in a team fashion. Drums must furnish their own drum and drum stand, if used. Drum sticks are the responsibility of the singers. Chairs will be provided.

A. ACCEPTABLE SONGS

1. Northern Drums must sing two northern songs. One of these must be a song that is sung for a special occasion, at a special time during the dance or for a special dance. (e.g., Sneak- up, slide song, duck and dive, Rabbit Dance song). The other song can be a Northern Plains powwow song.
2. Southern Drums must sing two southern songs. One of these must be a song that is sung for a special occasion, at a special time during the dance or for a special dance. (e.g. Trot songs, round dance songs, Snake and Buffalo). The other songs can be a Southern Plains inter-tribal powwow song.
3. Family songs should be avoided as well as songs of a religious nature, such as Sun Dance, Native American Church or Peyote songs.
4. Drums that sing northern-style songs in the southern competition, or vice versa, will receive a 5 point deduction from each judge.
5. Men and Ladies Singers will use the following protocol at Conclave – male singers will sit at the drum to sing and ladies singers will be in a second row behind the male singers.
6. Northern singing is a high falsetto voice with the honor beats in the melody of the song, normally in the second chorus.
7. Southern singing is a more nasal tone with the honor beats between the first and second chorus.
8. A list of two primary songs and four alternate songs may be submitted with proper documentation.
9. Time limit is fifteen minutes. Timing begins when the judges invite the team to sit at the drum. Any narrative is included in the time allotted. If teams wish to warm up, this should be done away from the competition. Any ceremonies or local rituals should take place privately away from the competition. Going over the allotted fifteen minutes will result in a 5-point deduction from each judge. All teams must be ready to perform fifteen minutes prior to their assigned times.

B. RULES CONCERNING ATTIRE

1. Northern Drum Male Singers rightly wear dance outfits, long pants, short pants, and shirts while at the drum. No bare feet or open-toe shoes. Improper attire will result in a 5 point deduction from each judge.

2. Southern Drum Male Singers are much more formal. Long pants and shirts are required.

No bare feet or open- toe shoes. Improper attire will result in a 5 point deduction from each judge.

3. Attire for Ladies at the Drum: Women at the drum should wear respectful clothing that includes long pants and a modest shirt. Having a shawl "at the ready" is always a good idea.

Dance clothes are very acceptable but not necessary.

C. JUDGING CRITERIA

Drums will be judged and awarded a score by each judge on the judging panel in each of the eight areas discussed below. Some areas have mandatory point deductions associated with failure to comply with stated rules. Each judge in the affected area will take the mandatory point deductions. Team standing/placement is determined by totaling all points received from the judges. Actual scores/points given by judges will not be provided to the teams, however critique sheets from all judges will be provided to the team at the conclusion of the competition. Relative ranking of the teams will be available the day after the competition is finished. The judges will determine the judging criteria and all decisions are final.

1. Research [MAXIMUM POINTS (20)]

In addition to the one copy submitted electronically before the event, two (2) additional printed copies of the team's research material should be brought to the NOAC competition. All research must be typewritten and PROPERLY FORMATTED/BOUND. Teams will be evaluated on the quality of the research they have done for the songs they have chosen to sing. Research submissions must include: origin of song (tribal affiliation), meaning of song (if any), how the song is structured, and references (professional recordings, etc).

Historical background of the songs should also be included.

2. Synchronization of Drum and Voice [MAXIMUM POINTS (10)]

All competition songs should be sung in the appropriate manner: lead, chorus, honor beats, and pickup beats. The singers should sing as a group instead of individuals, and the ending of the song should be definite with no over-beats.

3. Sound Quality [MAXIMUM POINTS (15)]

The singers should match in pitch and harmony for the most part. The drum beat should not overpower, be louder than, the song. The second/chorus should not be lower in pitch/volume from the lead.

4. Dance-ability [MAXIMUM POINTS (10)]

Songs should be sung at the appropriate tempo. If a song was composed as a slow, medium or fast song it should be presented that way for competition.

5. Language and Pronunciation [MAXIMUM POINTS (20)]

Songs should be sung with the correct vocables and/or words.

6. Teamwork [MAXIMUM POINTS (15)]

Teams will be judged on their ability to sing the songs as a group. The individual singers should work as one group instead on one or two “stars” pulling the weight for the entire group.

7. General Effect and Impression [MAXIMUM POINTS (10)]

The overall general effect and impression of the songs will also be considered. Some of the factors that will be considered are: the teams’ confidence, presentation and explanation of the songs, care of the drum and stick, timeliness, not going over the stated time limit, etc.

8. Constructive Comments [NOT SCORED]

D. RECOGNITION AND AWARDS

Awards will be given to the top three drums. Special Honorable Mention awards may be given, if deemed appropriate.

Hand Drum Competitions

This is a new competition introduced at the 2023 Cornerstone Conclave. Individuals and Hand Drum team members MUST be from the same lodge. All drum members must be under 21 years of age at the time of the competition, members of the Order of the Arrow, and registered participants at the event. A lodge may enter individual(s) or teams of no more than three (3). Individuals and groups must furnish their own hand drum and drumsticks. A contestant cannot enter as both an individual and as a part of a team.

A. ACCEPTABLE SONGS

1. Contestants may be a single singer or a group of no more than three singers, each with their own hand drum.
2. Contestants may be male or female or can be a mix of both genders.

3. All contestants need to be prepared to sing at least two round dance songs. The first song will be the competition song. The second will be called for if a run-off is necessary.
4. Songs should be sung at least 2 times through.
5. Time limit is less than five minutes. Timing begins when the judges invite the individual or team to come to the mc to sing.
6. Contestants will introduce themselves, and their lodge name. They can share the name of the song and where they learned it, but no dissertation will be permitted. Introduction should be less than a minute.
7. Going over the allotted five minutes will result in a 5-point deduction from each judge. All teams must be ready to perform prior to their assigned times.
8. Point deductions will be assessed for not following guidelines.

B. RULES CONCERNING ATTIRE

1. Male/Female Singers may wear dance outfits. Dance clothes are very acceptable but not necessary. Shawls are not necessary while in a hand drum contest.
2. Males/Female contestants, not in dance outfits, should wear long pants (long pants or capris for females) and a pullover or collared shirt while singing. No bare feet, open-toe shoes, or midriff tops. Improper attire will result in a 5-point deduction from each judge.

C. JUDGING CRITERIA

Contestants will be judged and awarded a score by each judge on the judging panel in each of the areas discussed below. Some areas have mandatory point deductions associated with failure to comply with stated guidelines. Each judge in the affected area will take the mandatory point deductions. Contestant standing/placement is determined by totaling all points received from the judges. Actual scores/points given by judges will not be provided to the contestants, however critique sheets from all judges will be provided to the contestants at the conclusion of the competition. The judges will determine the judging criteria and all decisions are final.

Synchronization of Drum and Voice [MAXIMUM POINTS (15)]

All competition songs should be sung in the appropriate manner. Contestants singing as a group should sound like a group instead of individuals. Ending of the song should be definite with no over-beats.

Sound Quality [MAXIMUM POINTS (15)]

The sound of the drum should not overpower, be louder than the singer. Groups should not be lower in pitch/volume from the lead. Songs should be sung at the appropriate tempo.

Language and Pronunciation [MAXIMUM POINTS (15)]

Songs should be sung with the correct vocables and/or words.

General Effect and Impression [MAXIMUM POINTS (10)]

The overall general effect and impression of the songs will also be considered. Some of the factors that will be considered are: the contestants' confidence, presentation, care of the drum and stick, timeliness, not going over the stated time limit, etc.

Constructive Comments [NOT SCORED]

D. RECOGNITION AND AWARDS

Awards will be given to the top three contestants. Special Honorable Mention awards may be given, if deemed appropriate.

Arts and Crafts Competition

The purpose of the Arts and Crafts Competition is to help preserve the skills and talents necessary to make high quality, historically accurate Native American style materials. Across the broad spectrum of Native American crafts, the competition seeks to encourage contemporary crafts persons to do the research and attain the expertise necessary to ensure that these cultural arts are not forgotten. The competition also provides our community an opportunity to formally recognize those artists and crafts persons who have excelled in this realm.

Arts and Crafts Competition and Exhibition

Rules and Guidelines

Please note, there is no advanced or preregistration for the Arts and Crafts Exhibition/Competition. All registration will take place at Conclave. Registration information will be available on-site at check-in.

A. Guidelines

1. All youth participating in the Conclave Arts and Crafts Competition and Exhibition must be registered participants of the Conclave and BSA. No day visitors will be permitted to participate.
2. The exhibitors will be limited to displaying five (5) items. If several items comprise a "set," the "set" will be considered as one item. The Arts and Crafts Competition and Exhibition chairman will have the final determination on whether items make up a "set".
3. Display space should not exceed 72" x 30" (a standard 6 ft. table). Participants should come prepared to appropriately cover the display area (table) provided by Conclave. In some cases displays may need to be able to be set up around the dance arena.

4. Exhibitors are responsible for the safety and security of their displayed items. Please be present

at your exhibit at all times. While the AIA Staff will do its best to protect the displayed items, it assumes no liability for any damage and/or loss that may occur.

5. Items that may contain components from prescribed (illegal) species may not be displayed. Exhibitors showing items containing prescribed components will be asked to remove them from their display. Please check both federal and state regulations to determine if your craft items contain parts of illegal species.

6. Adults attending Conclave may participate in the Craft Display. This will not be judged.

Arts and Crafts Competition Registration:

Name: _____

Lodge: _____

Address: _____

Phone (home, cell): _____

Email: _____

Date of Birth _____ Age on Friday of Conclave _____

List and description of each Items:

Please provide a written description of displayed items. If several items make up a “set,” the set can be described and displayed as one item. If there are several similar items displayed, please provide descriptions that differentiate these similar items. For example, if the exhibitor has three fans, do not identify them as “Fan 1,” “Fan 2” and “Fan 3.” Describe significant features of each fan, such as type of feathers, background color of beadwork, etc.

A) _____

B) _____

C) _____

D) _____

E) _____

Please have this form with you, completed and ready to submit at your exhibit space at conclave.

Assigned competition # _____

Individual Dance Competition & Outfit Competition

Any number of Contestants from each lodge may participate in the Individual Dance Competitions. The top three (3) dancers in each category will be recognized with awards. All dance contestants must be registered with their lodge contingent for Conclave. No Day Visitors will be permitted to participate.

All contestants must check-in and receive their number at the Dance Arbor.

A mandatory meeting of all judges and competition team adviser and youth chairman will be held following the Opening Show.

Guidelines

1. There are five (5) Men's categories and four (4) Women's categories of Individual Indian Dance competition:

- Men's Chicken
- Men's Traditional
- Men's Fancy
- Men's Grass
- Men's Straight
- Women's Fancy Shawl
- Women's Jingle Dance
- Women's Southern or Lakes Traditional

2. Dancers must wear appropriate authentic clothing. The judges are the final authority of what constitutes appropriate authentic clothing.

3. Dancers must dance in the style of their clothing. In Preliminary competition, if you are eliminated in one dance style, you may change dance clothes and dance in another style, if scheduling time permits. You must be registered in both styles.

4. Losing a major article off your dance clothes during the contest may lead to disqualification at the judges' discretion. Arrowmen should not self-disqualify for any reason unless they are physically unable to continue dancing. The judges are the final authority of what constitutes a major article. Having your clothes properly maintained and secured tightly eliminates this problem. [Note: During Individual Dance Competition, a Dancer Emergency Repair Team (DERT) may be available to assist in minor repairs of your dance clothes.]

5. All dancers must be under the age of twenty-one (21), and be a registered conference participant at the time of competition.

6. Dancers must be prepared to compete either indoors or outdoors.
7. All participants must display the contestant number they were issued at check-in, so that the judges can read it. The number is to be attached to the front of the dance clothes.
8. Overstepping a song may result in placement being lowered.
9. No part of any protected species may be worn in any manner. Violation of this rule will result in automatic disqualification. Please be aware of all state and federal laws regarding protected species.
10. Within the guideline found in the U.S. Code concerning the American Flag, flags are not to be used as wearing apparel. Therefore, no type of U.S. flag(s) will be permitted as part of a dancers dance clothes. Flag motifs in beadwork and quillwork are acceptable.
11. National Order of the Arrow Face Paint Policy. Order of the Arrow National Conference and activities conducted beyond the individual lodge will not permit face paint, body paint, or wigs to be used in social or competition dancing or in ceremonies or ceremonies competition.
12. The Boy Scouts of America policy regarding firearms and knives, as stated in the Guide to Safe Scouting will be followed. While we are guests at a university campus, we will abide by the campus policy regarding weapons.
13. The judges will determine the judging criteria and all decisions are final. The Head Dance Judge will have final determination of any judging result or discrepancy and will field any concerns or complaints.
14. Dancers are asked not to leave the dance competition area until dismissed by the MC the day of competition to ensure all judging results are finalized.

Dance Clothes Coaching and Judging

All dancers are encouraged to participate in the coaching of their American Indian clothes. The importance of this to the Arrowmen is to help dancers to improve their dance clothes.

Dance Clothes Coaching forms can be found using the following link:

Any number of Contestants from each lodge may participate in the Individual Dance Clothes Coaching and Competitions. The top three (3) dancers in each category will be recognized with awards.

<https://noac2022.org/resources/aia-competition-guidelines/>

NOTE: There will be no competition for individual skill dancers. (Hoop, horsetail, etc.).

Please contact AIA Coordinator or Adviser with any questions.

American Indian Activities Judges

A. Requirements to be a Judge

- a. Each judge must be a member in good standing of the OA and a lodge within Section E7 5 in addition to being a registered delegate at the Conclave from that lodge, or an invited guest of the Section American Indian Events Coordinator or their adviser.
- b. Each must be at least 21 years of age.
- c. Must have considerable knowledge and experience with American Indian dance and singing.
- d. Each judge may be asked questions to prove his or her knowledge by the Section American Indian Events Coordinator or Adviser and may be paired with an experience judge if necessary to help educate a judge new to AIA.

B. Competition Judges

- a. An American Indian Events Judging Staff will include at least one judge from each lodge participating in the event, which will be approved by the Section American Indian Events Coordinator and his adviser.
- b. Additional judges can be recruited by the AIA coordinator and adviser when the need arises.
- c. Written comments are required when applicable.
- d. Only one judge per lodge for judging Group Dance and Team Sing.
- e. Judges are requested to judge fairly and remain impartial during the judging process. Any judges score that is deemed inconsistent (showing a discrepancy of 15 points or more from the Head Judges score) may be removed from the final calculation.
- f. All decisions made by judges are final.

V. Training Proposal:

Training CVC: David Boggs

Email: training@section7.oa-bsa.org

Phone Number: (828) 455-2035

Training Adviser: Taylor Thomas

Email: taylorthomas48@hotmail.com

Phone Number: (803) 519-8262

Training Model

- There will be two training session times: 9:00-9:45 and 10:45-11:30.
- Lodges will use the provided syllabus for planning their training session.
- A youth from each lodge will prepare a session and host it at conclave during both session times.
- A sign-in sheet will be available at each training session to calculate attendance.
- Lodges will be awarded points towards lodge of the year for active youth participation in training and having a quality training session.

Timeline

- November 1st, 2024: Lodges will submit their presenter to the training committee.
- January 1st, 2025: Lodges will submit their training session title, description, and learning outcomes to the training committee. (Page #1 of Syllabus)
- February 1st, 2025: If lodges need any specific facility needs and any additional training needs. (Page #2 of Syllabus)
- March 1st, 2025: Lodges will submit their finalized syllabus.

Training Schedule (Saturday Morning)

8:30-9:00	Lodge trainers check-in at the training area and set up their training.
9:00-9:45	First Training Session.
9:45-10:45	Second Training Session.
10:45-11:30	Training Area Cleanup and Review
11:30-12:00	Dismissed to Other Activities

Section E7 Training Syllabus:

Session Title: [Session Name]

Trainer Name: [Name]

Contact Email: [Email]

Session Length: [#] Minutes

Session Description

[Session Description]

Learning Outcomes

Outcome #1:

Outcome #2:

Outcome #3:

Needs / Resources

Facility / Power Needs:

Does The Session Need Power?

Yes

No

Does the Session Use a Projector?

Yes

No

Does the Session Need a Table?

Yes

No

Other Facility Needs: [List Here]

Item	Quantity	Source
------	----------	--------

Projector	1	
Screen	1	

Questions

[List any questions you may have for the training committee here.]

Lesson Plan

Introduction

Introduction Length: [#] Minutes

Section 1: [Section Title]

Section Length: [#] Minutes

Section Content: [Content]

Section 2: [Section Title]

Section Length: [#] Minutes

Section Content: [Content]

Section 3: [Section Title]

Section Length: [#] Minutes

Section Content: [Content]

Conclusion

Conclusion Length: [#] Minutes

Copy/Paste to add more sections to the training. If there is an activity during the session, copy and paste the section below into the lesson plan.

Activity: [Activity Name]

Activity Description: [Description]
Group Sizes (or Individual): [#]
Materials Needed: [List Here]
Length of Activity: [#]
Instructions: [Content]

VI. Administrative Events

Administration Events CVC: Logan Hubman

Email: admin@sectione7.oa-bsa.org

Phone Number: (704) 290-4914

Administration Events Adviser: Greg Smith

Email: admin@sectione7.oa-bsa.org

Phone Number: (854) 900-4001

Content:

- A. Administrative Calendar & Deadlines**
- B. Spirit Award**
- C. Event Judging**
- D. Lodge Display Competition**
- E. Lodge Totem Pole Competition**
- F. Lodge Video Production Competition**
- G. Lodge Newsletter Competition**
- H. Lodge Website Competition**
- I. Honor Lodge Petition & Lodge of the Year Award**

A. Administrative Calendar & Deadlines

Date	Activity / Requirement
March 1	Lodge Website, Video Production, and Newsletter Competitions: Judges' names and contact information due. Lodge Display Competition: Special Requests for Power or Facilities Due.
March 10	Section Honor Lodge / Lodge of the Year Petition, Lodge Video Production and Newsletter Competitions: Submissions Due.
March 25	Lodge Website, Video Production, & Newsletter: Judges Meeting (Virtual); Judging begins following the meeting (Online).
April 24	Online Administrative Events Judging Ends (Lodge Website, Video Production, & Newsletter). Judges must submit the electronic scoresheets by the end of the day.
April 25	Administration Competition Judging Worksheet Due at Council of Chiefs
April 26	Lodge Display must be completely in place at the designated location. Judging begins at 9:00 AM and concludes at 11:00 AM.
April 27	Lodge Totem Pole Competition Judging Spirit Award Selection (Council of Chiefs)

Electronic Submissions Due at: <https://section7.oa-bsa.org/webjudge/>

B. The C. Norman Alston Jr. Memorial Spirit Award

The spirit award is given annually to the lodge that demonstrates the highest ideals of Scouting spirit. Mr. Alston spent a lifetime sharing the Scouting spirit and through this award, continues to remind and encourage today's Scouts and Scouters to do the same. At the 1982 SE-5 Conclave, following his death, the Council of Chiefs named the award after Mr. Alston. The beautiful plaque was first made by Mr. Alston's longtime friend, and Itibapishe Iti Hollo Lodge Adviser, Mr. Leonard Schenck.

The awardee is chosen each year by secret ballot on Sunday morning of the annual Conclave by the Lodge Chiefs of the Section. Lodges will provide their 1st, 2nd, and 3rd

place choices, which will be valued at 3, 2, and 1 point(s) each, respectively. The lodge obtaining the highest number of points will be declared the winner. Ties based upon the final tally will be accepted and honored.

C. Event Judging

Lodges participating in administrative events are to provide one adult (over 21 years of age) per event to judge the following events: Lodge Display, Lodge Totem Pole, Lodge Newsletter, Website, and Lodge Video Production. A judge may not assess more than two administrative events, including both online and at Conclave. Judges must be knowledgeable in the specified area and utilize the included standards to provide a quality assessment and fair evaluation of each of the other lodges' submissions. The highest and lowest score of each event will be dropped. The Section Administration CVC has final say in any discrepancies or challenges to the rules set forth for any administrative competition.

Lodge Newsletter, Lodge Website, and Lodge Video Production competitions will be administered in advance of conclave and scored electronically. A member of the Lodge Key 3 will submit judges' information for online events at <https://section7.oa-bsa.org/webjudge/> by March 1st.

The Lodge Display and Lodge Totem Pole competitions will be administered at Conclave. Judges will be identified on the Administration Competition Judging Worksheet and submitted to the Section Administration CVC at the Council of Chiefs Friday at Conclave.

Competition Judging Worksheet

Lodge Name: _____

Submitted By: _____

Position: _____

Competition	Judge's Information	Lodge Competing?
Lodge Display	Name: Phone Number:	Yes / No
Lodge Totem Pole	Name: Phone Number:	Hand Carved Power Tools (Circle One)

A Lodge Key-3 member will submit judges' information for Lodge Website, Video Production, and Newsletter competitions online by March 1st at <https://section7.org-bsa.org/webjudge/>.

Worksheet must be submitted to the Section Administration CVC at the Friday Council of Chiefs at Conclave.

D. Lodge Display Competition

This event encourages the development and improvement of displays for use as a resource to educate and entice non-members and new members **at events throughout the year**. This is a youth-centered competition and is to be completed by members under 21 years of age. Displays should showcase a lodge and what they do; patches can be used but should not be the focus of the display. Lodge display themes can be about any Scouting related subject (i.e., Philmont, joining the ceremony team, backpacking, etc.). **The theme of the display cannot be focused on the Conclave theme or a lodge spirit theme for Conclave**. The entire display cannot be the same as a previous year, although some parts can be the same.

Lodge Displays will be set up at the assigned area. This area may be in a location that is subject to adverse weather conditions (i.e., wind, cold, heat, etc.) so provisions must be made by the lodge to accommodate this possibility. The lodge can begin setting up their displays on Saturday morning and should be fully set up by 9:00 AM. An area will be marked off for each lodge according to the display rules. Electricity or other facilities needs must be requested of the Section Administration CVC by March 1st at <https://sectione7.ou-bsa.org/webjudge/>.

Judging Standards

Category/Criteria	Range	Points
1. Overall Appearance and Creativity		
1.1 Is the display attractive?	(0-10)	
1.2 Does the display grab and hold the viewer's attention?	(0-10)	
2. Organization and Artwork		
2.1 Is the space on the display/area for the activity efficiently used?	(0-5)	
2.2 Does the display have effective use of pictures and/or artwork?	(0-5)	
2.3 Is all lettering legible and appropriate?	(0-5)	
3. Content		
3.1 Does the display have a theme & follow it?	(0-20)	
3.2 Is the theme independent of the Conclave theme or lodge theme?	Yes – 5	

	No – (- 10)	
3.3 Does the display convey its message completely?	(0-10)	
3.4 Is it clear which lodge did the display?	(0-5)	
3.5 Does the display reflect a lodge's activity in the last year?	(0-5)	
TOTAL SCORE (Maximum of 80)		

Display Lodge:

Judge's Lodge:

Judge's Name:

Judge's Cell Phone

Number:

Judges: Please make explanatory comments and suggestions on back of form.

E. Lodge Totem Pole Competition

This event is to provide a gift to the Service Lodge. There are two categories - hand-carved and power tools. Power tools are defined as any instrument that uses a power source other than solely manual labor. Examples include but are not limited to: electricity, battery, gas, or compressed air. Lights used for improved vision, spray paints from an aerosol can, and fans/hairdryers/other electric means of drying will not be considered power tools. The Section Administration CVC has final say in what instruments are considered power or hand tools.

Lodges must declare the category in which they wish to participate at the Friday Council of Chiefs at Conclave. Judging will occur on Sunday morning of Conclave. If a lodge declares they are using hand tools, but are found to have used a power tool, they may be disqualified. The Service Lodge, with the approval of the Section Administration CVC, will determine the dimensions of the totem pole and may include the use of other media such as flat boards. Inappropriate or un-Scout-like designs will be disqualified. Participants may be youth or adult.

Circle Category: Hand-Carved Power Tools

Judging Standards

<i>Category / Criteria</i>	<i>Range</i>	<i>Points</i>
1. Overall Design and Creativity		
1.1 Totem pole design is attractive.	(0-10)	
1.2 Design adheres to an overall theme (Conclave and/or the Lodge's theme).	(0-10)	
1.3 Design highlights the uniqueness and is representative of the lodge.	(0-5)	
1.4 Design grabs and holds the viewer's attention.	(0-5)	
1.5 The space on the pole efficiently used.	(0-5)	
1.6 The design is creative and unique.	(0-5)	
2. Level of Skill		
2.1 The carving is neat, has clean lines and edges.	(0-5)	
2.2 All lettering legible and appropriate.	(0-5)	
2.3 Level of difficulty/intricacy of carving.	(0-30)	
2.4 Level of difficulty/intricacy of painting.	(0-15)	
2.5 Completely finished by judging at Sunday morning breakfast.	(0 or 10)	
TOTAL SCORE (Maximum of 105)		

Totem Pole Lodge:

Judge's Lodge:

Judge's Name:

Judge's Cell Phone Number:

Judges: Please make explanatory comments and suggestions on back of form.

F. Lodge Video Production Competition

This event challenges lodges to produce high-quality videos for a variety of purposes, such as promoting new member programs, performing unit outreach, enhancing websites, and supporting recruitment and other promotional efforts. This video can be used digitally (website, social media, etc.) or at an event (if applicable). Each lodge is to plan, shoot, and edit a video that highlights a program, initiative, event, or other important information about the lodge. The video can focus on anything the lodge feels will be beneficial, such as promoting NOAC, Summer Camp, Brotherhood completion, the Inductions Team, Fellowships, or any other key aspect of the lodge. This event will be held in advance of the Conclave. A member of the Lodge Key 3 must submit a link to the video, by March 15th. Submissions must be completed at <https://sectione7.aa-bsa.org/webjudge/>. Videos will be made available to all other lodges.

Judging Standards

<i>Category / Criteria</i>	<i>Range</i>	<i>Points</i>
1. Overall Design and Creativity		
1.1 Video is 1-3 minutes in length.	Yes – 5 No – 0	
1.2 Focuses on promoting a lodge event, program, initiative, theme, or other informational topic.	Yes – 5 No – 0	
1.3 Is well thought out and creative.	(0-10)	
1.4 Video is posted for general access on a Scouting appropriate site.	(0-10)	
2. Level of Skill		
2.1 Is a mixture of A and B roll used to capture interesting and dynamic shots? A-roll as primary/telling, B-roll as showing, narration, or illustration.	(0-10)	
2.2 Video quality.	(0-10)	
2.3 Audio quality.	(0-10)	
2.4 Lighting quality.	(0-10)	
2.5 Is the video well edited (clean cuts, transitions, on-screen text, & music)?	(0-10)	
3. Content		
3.1 Are the people involved in the area/program introduced or shown?	(0-5)	
3.2 Does the video give a description of the area/program? (Can be described with voiceover, text, interview, or camera shots.)	(0-5)	
3.3 Does the video showcase relevant and important locations to the area/program?	Yes – 5 No – 0	
3.4 Does the video explain the purpose of the area/program?	(0-5)	
3.5 Does the video consistently address the theme and maintain the interest of the audience throughout?	(0-5)	

3.6 Does the video have a call to action (i.e., gives additional information / resources of how to connect with the program?)	Yes – 5 No – 0	
TOTAL SCORE (Maximum of 125)		

Video Production Lodge:

Judge’s Lodge:

Judge’s Name:

Judge’s Cell Phone

Number:

Judges: Please make explanatory comments and suggestions on back of form.

G. Lodge Newsletter Competition

This event encourages the improvement and quality of lodge communications to its members. Each lodge will enter one newsletter published since the previous Conclave. The newsletter will be judged in areas such as content, design, quality, and use of graphics/images.

This event will be held in advance of the Conclave. A member of the Lodge Key 3 must electronically submit newsletter(s) by March 15th. Submissions must be completed at <https://sectione7.oa-bsa.org/webjudge/>. An electronic copy of each lodge's newsletter will be made available to all other lodges.

Judging Standards

<i>Category / Criteria</i>	<i>Range</i>	<i>Points</i>
1. Content		
1.1 Is the newsletter edition dated since the previous Conclave?	Yes – 10 No – 0	
1.2 A variety of articles are included, covering events from the recent past, present, and near future.	(0-15)	
1.3 All articles and headlines contain concise, direct wording, and are written for all audience levels.	(0-15)	
1.4 Topics are newsworthy and of likely interest to lodge members.	(0-10)	
1.5 Articles are complete and informative.	(0-15)	
1.6 Content uses proper grammar and is free of typographical errors.	(0-15)	
1.7 Includes photos and graphics, the inclusion of which enhance the newsletter and help convey the message or story.	(0-5)	
2. Design		
2.1 Masthead neatly identifies the newsletter, publication month and year, and contains the lodge brand or logo.	(0-5)	

2.2 Newsletter has the same design scheme throughout, including fonts, font sizes, colors, and other style settings. Columns are neatly separated, and content is easy to read.	(0-5)	
2.3 Newsletter features a balanced use of text, photos, graphics, or other repeating design elements that enhance the newsletter’s layout, are complementary with one another, and add value.	(0-5)	
2.4 Overall, the newsletter is pleasing to the eye (e.g., uses complementary colors, isn’t too busy, looks professional) and positively influences the reading experience.	(0-10)	
3. Compliance & Safe Scouting		
3.1 Content in the newsletter is appropriate to the Scouting movement and supports the mission and purpose of the Order of the Arrow.	Yes – 4 No – (-10)	
3.2 The newsletter does not contain Safeguarded Material , information, such as photos of ceremonies or principals.	Yes – 4 No – (-10)	
3.3 The newsletter is largely, with few exceptions, written by youth and contains their name listed in the byline for each article.	Yes – 4 No – (-10)	
3.4 Newsletter contains no apparent copyright or intellectual property violations. Commercial advertisements are not allowed.	Yes – 3 No – (-10)	
3.5 Newsletter complies with Youth Protection, Social Media Guidelines , National Branding Guidelines , and OA Branding Guide (e.g., anonymized information for Youth OA Members under 18 Years old).	Yes – 5 No – (-25)	
3.6 ADA Compliance – Newsletter is free of accessibility barriers for those with disabilities. Barriers include poor color contrast, use of color alone to give information, and fonts that are difficult to read.	(0-10)	
4. Enhancements		
4.1 Newsletter content is coordinated with and complementary to other communication channels,	(0-10)	

such as feeds from the lodge website and social media.		
TOTAL SCORE (Maximum of 150)		

Newsletter Lodge:

Judge's Lodge:

Judge's Name:

Judge's Cell Phone Number:

Judges: Please make explanatory comments and suggestions on back of form.

H. Lodge Website Competition

This event encourages each lodge to build and continuously improve upon a web presence, with the goal of providing effective communications to its members and prospective members. Websites will be judged in areas such as content, design, useability, and the use of modern technology. Judging for this event will be completed in advance of the Conclave, beginning April 1st.

Judging Standards

<i>Category / Criteria</i>	<i>Range</i>	<i>Points</i>
1. Content		
1.1 Content on the site is appropriate to the Scouting movement.	Yes – 4 No – 0	
1.2 Basic information about the lodge and the council it serves is readily available.	Yes – 3 No – 0	
1.3 To keep site visitors informed of recent and upcoming lodge events, the homepage features: <ol style="list-style-type: none"> 1. An event within 90 days of the date judged (past or future), including event details (e.g., a description, how to register, what to bring, location) 2. A calendar (or link to a calendar) of upcoming and recent events, where event descriptions or links to more event information are available. 	Yes – 10 Calendar Only – 3 No – 0	
1.4 The site is being updated throughout the year ensuring the content remains relevant and timely. It is clear that site content was updated or added within the past 90 days.	Yes – 4 No – 0	
1.5 The home page grabs the reader’s attention and contains content (e.g., text, links, menu options) that addresses the visitor’s major areas of interest (e.g., upcoming events, calendar, news, Ordeal or Brotherhood Candidate information).	(0-10)	
1.6 Contact information is available for the Lodge Key 3, lodge officers and committee chairmen/advisers, and the webmaster, using email forwarders (e.g., section.chief@section7.oa-bsa.org), email obfuscators, or online submission forms.	(0-3)	
1.7 Website accessible contains links to the lodge's newsletter(s), budget, rules (or bylaws), and descriptions of each lodge event/activity.	(0-5)	

1.8 The website features a compelling lodge history, which includes a narrative history of the lodge, key milestones, and important accomplishments.	(0-5)	
1.9 Pages feature links, photos, and graphics, the inclusion of which enhances the site and helps convey each page’s message or story.	(0-5)	
1.10 Video – The current lodge video (produced or updated within the preceding 2 years) is embedded for online viewing on a site page that is germane to the video’s topic.	Yes – 5 No – 0	
1.11 The site contains links to: <ol style="list-style-type: none"> 1. Its council’s website 2. The OA E-7 website 3. The OA Eastern Region website 4. The National Order of the Arrow website 	No – 0 Yes – 1 Yes – 1 Yes – 1	
1.12 If you were just elected and haven’t completed the Ordeal, or if you just finished your Ordeal, would this website benefit you in developing an awareness of the OA? For example, the following might be included: Lodge - preparing for the Ordeal, how to become active, ways to get engaged, expectations of new Arrowmen. <ul style="list-style-type: none"> • Section, National - information to become a successful Arrowman, an understanding of the ceremonies 	(0-10)	
1.13 If you were preparing for the Brotherhood Honor, would this website benefit you in sealing your membership in the OA? For example, the following might be included: Brotherhood Board - the requirements for earning the Brotherhood Honor A portion dedicated to those preparing for the Brotherhood Honor. Other ways an established lodge member may provide cheerful service	(0-10)	
1.14 If you were an active lodge member, who regularly attends events, would this website benefit you?	(0-10)	
1.15 The website contains easily accessible information on how a lodge member can pay their dues and how a new member can transfer their membership from another lodge.	Yes – 5 No – 0	
2. Design		
2.1 Initial content loads on website pages in a reasonable number of seconds for high-speed connections. (Judges should check their own connection & speed to prevent negative outcomes).	Yes – 4 No – 0	
2.2 Website is responsive to different screen resolutions - optimized for desktop/laptop and mobile screens.	(0-10)	

<p>2.3 Each page is devoted to a single topic or subject, unless a commonly used design technique is used to visually separate the content. For example, the site might use one or more of the following:</p> <ul style="list-style-type: none"> • Chunking - split concepts into small pieces or "chunks" of information to make reading and understanding faster and easier, using such methods as bulleted lists, short subheadings, or short sentences with one or two ideas per sentence. • Progressive disclosure - Initially, show users only a few of the most important options or topics. Offer a larger set of specialized options or topics upon request. Disclose these secondary items only if a user asks for them. • Dynamic layout - professional-level skill involving the use of interactive pages which automatically change based on the site visitor's interactions. 	(0-25)	
<p>2.4 Website features a balanced use of text, photos, graphics, or other repeating design elements that enhance the layout of the website, are complementary with one another, and add value.</p>	(0-5)	
<p>2.5 Website is pleasing to the eye (e.g., uses complementary colors, isn't too busy, looks professional) and positively influences how the visitor responds to the website.</p>	(0-5)	
<p>2.6 Website has the same design scheme throughout, including menus, fonts, colors, buttons and other style settings.</p>	(0-5)	
<p>2.7 Navigation and menu bars are available on each page, with links back to the home page. The menus are organized under general topics, contain a reasonable number of menu items and are easy to navigate.</p>	(0-3)	
<p>2.8 Site reacts/functions in meaningful, predictable ways, and enables visitors to take action; the user doesn't have to think or figure out where content is or what to do next.</p>	(0-5)	
<p>2.9 Content Management System (e.g., WordPress, Weebly, Wix) – An appropriate theme or template is used by the webmaster to design and maintain the lodge's website to increase efficiency and improve effectiveness.</p>	Yes – 5 No – 0	
<p>3. Compliance & Safe Scouting</p>		
<p>3.1 Content on the site is appropriate to the Scouting movement and supports the mission and purpose of the Order of the Arrow.</p>	Yes – 4 No – (-10)	
<p>3.2 If the site contains Safeguarded Material, it is password protected to the correct Honor level or excluded altogether (e.g., photos of ceremonies or principals).</p>	Yes – 5 No – (-10)	
<p>3.3 Lodge website is updated by Youth. Each post should include an author.</p>	Yes – 3 No – (-10)	

3.4 Pages contain no apparent copyright or intellectual property violations. Commercial advertisements are not allowed.	Yes – 3 No – (-10)	
3.5 Site complies with Youth Protection, Social Media Guidelines , National Branding Guidelines , and OA Branding Guide (e.g., anonymized information for Youth OA Members under 18 Years old).	Yes – 5 No – (-25)	
3.6 ADA Compliance – website is free of accessibility barriers for those with disabilities. Barriers include poor color contrast, use of color alone to give information, lack of text alternatives on images (“alt text”), inaccessible online forms (i.e., lack labels for fields, clear instructions, or error indicators), and mouse-only navigation (inability to navigate using just the keyboard tab and enter buttons).	(0-10)	
4. Enhancements		
4.1 Website content is coordinated with and complementary to other communication channels, such as feeds from lodge social media, and newsletter.	Yes – 25 No – 0	
TOTAL SCORE (Maximum of 220)		

Website Lodge:

Judge’s Lodge:

Judge’s Name:

Judge’s Cell Phone Number:

Judges: Please make explanatory comments and suggestions on back of form.

Section Honor Lodge Petition & Lodge of the Year Award

Lodge Name & Number:

The total possible points without placing top 3 in an event are 1000 points. A 75% (750 points) minimum must be achieved to be named a Section Honor Lodge. The lodge(s) with the highest overall score will be the Lodge of the Year. For scoring purposes, unless otherwise noted, "previous year" means since the conclusion of the last Conclave (April 29, 2024). All items derived from the Lodge Performance Measurement Program (PMP) will be based on the calendar year prior to Conclave.

Petitions will be submitted electronically via an online form located at <https://section7.oa.bsa.org/webjudge/>. Lodges must submit Sections 1 through 4 by March 15th. Each petition will include a copy of the previous calendar year's Lodge PMP/JTE Petition, PMP/JTE Detailed Worksheet, and signed Charter Renewal Form from within OA LodgeMaster. Points will not be awarded for items requiring a description or documentation if none are included with the petition.

Any documentation or resources submitted to the section on behalf of a lodge related to the Honor Lodge Petition and the Lodge of the Year Award will be collected and compiled by the Section Administration CVC. Any questions or concerns regarding the criteria for the Honor Lodge Petition or the Lodge of the Year Award should be directed to the Section Administration CVC, who may then consult with the Section Key-3, if necessary.

One of the primary reasons that the Section Conclave contains competition is to urge our lodges to continue to evolve, improve, and seek to attain continued greatness and relevance. In the spirit of this purpose, and to maintain transparency and fairness across each competition, the following actions will occur.

1. All competition score sheets are subject to review by the Section Administration Team or Section Key-3.
2. Section Honor Lodge Petitions will be scored by the Section Administrative Team, with input from other Section CVCs, as appropriate.
3. The final results for the Lodge of the Year competition will be certified by the Section Chief and Section Adviser, or their designee.
4. All of a lodge's competition score sheets and the consolidated results for the Lodge of the Year competition will be made available to the respective lodge within 10 days of the conclusion of the conclave.

Notes:

A. If two or more lodges merge in the previous year, the newly merged lodge will select

one of the legacy lodge's activities for use in sections 1 through 5. Only one of the legacy lodge's activities may be used.

B. Placement points will only be awarded for events in which more than one-third of the Section's lodges participate.

Section Honor Lodge Petition 2025

Lodge Name: _____	<i>Lodge Use Points Possible</i>	<i>Section Use Points Awarded</i>
Lodge-Use (Sections 1-4). Where applicable, select the appropriate response in the Lodge Use Column.		
1. Membership Support		
1.1 Lodge charter renewal was submitted to the National Office by December 31, 2024. <i>Attach signed Charter Renewal Form.</i>	Yes = 50 No = 0	
1.2 Lodge implemented or improved the Order of the Arrow Unit Representative Program by establishing contacts with representatives in at least 25% of the lodge's active units. <i>Attach a description of how the lodge has implemented or improved the program and how many unit contacts the lodge has.</i>	Yes = 25 No = 0	
1.3 Lodge communicated with membership by publishing and distributing at least four newsletters in the previous year. <i>Attach copies of newsletters.</i>	Yes = 25 No = 0	
1.4 Lodge had 10 or more social media posts in the previous year with at least one promoting the Conclave.	Yes = 25 No = 0	
2. Council Support		
2.1 Lodge assisted its council in camp promotions. <i>Attach a description of how the lodge assisted the council in this area.</i>	Yes = 25 No = 0	
2.2 Lodge Chief (or their designee) is a voting member or in good standing with either the Council Executive Board or the Council Scouting/Camping/Program Committee. <i>Attach a certification letter from the Scout Executive or their designee.</i>	Yes = 20 No = 0	
2.3 Lodge sponsored or co-sponsored an annual Camp Work Day in the previous year. <i>Attach a description of the event and include the date and OA attendance.</i>	Yes = 20 No = 0	
2.4 Lodge assisted the council with a council-wide event in the previous year (e.g. Council Camporee, Summer Camp, etc.). <i>Attach a description of the event and include the date and OA attendance.</i>	Yes = 20 No = 0	

2.5 Lodge planned or assisted in an event that was beneficial to the Cub Scout program in the previous year. <i>Attach an explanation of what the lodge did.</i>	Yes = 15 No = 0	
3. Section Participation		
3.1 All members of the Lodge Key Three, or their designee approved by the Section Key Three, attended the Fall Council of Chiefs Meeting.	Yes = 25 No = 0	
3.2 Lodge provided two (2) standard issue lodge flaps to the Section Adviser at the Fall Council of Chiefs Meeting for Conclave recognitions or will by the Friday COC at Conclave (<i>Section will verify</i>).	Fall = 20 Apr = 10	
3.3 Lodge submitted an article for the Section Newsletter by the announced deadline. <i>Attach a copy of the article submitted.</i>	Yes = 15 No = 0	
3.4 Lodge submitted their Honor Lodge Petition to the Section Administration CVC by the announced deadline.	Yes = 10 No = 0	
3.5 Lodge invited at least one youth member of another lodge in the section to at least one lodge event in the previous year. <i>Attach proof of communication.</i>	Yes = 20 No = 0	
4. Regional & National Participation		
4.1 Lodge sent either ten members or the lodge's quota to the national program of emphasis (e.g., NOAC, Operation Arrow at the National Jamboree, etc.) within the last two years. <i>Event(s): Delegation Size(s):</i>	Yes = 30 No = 0	
4.2 Lodge sent three or more members to the National Leadership Seminar, Developing Youth Leadership Conference, or the Philmont OA Adviser Conference within the last two years. <i>Event(s): Delegation Size(s):</i>	Yes = 30 No = 0	
4.3 One or more youth from the lodge applied to and attended or applied to and were rejected admittance to an Order of the Arrow National High Adventure Program (e.g. OA Wilderness Voyage, OA Trail Crew, etc.) within the previous year. <i>Attach a copy of the lodge/council registration approval and/or a letter from the person who attended.</i> <i>Name: Program:</i>	Yes = 25 No = 0	

Note 1: Items 1.1, 1.2, 1.3, 2.1, 2.2, 2.3, 2.4, 2.5, 3.3, 3.4, and 4.3 require attachments to the petition.

Note 2: Include/Attach a copy of the previous calendar year's Lodge PMP/JTE Petition, PMP/JTE Detailed Worksheet, and signed Charter Renewal Form from within OA LodgeMaster. Petitions without these documents will not be awarded points for items requiring them.

Certification: The Lodge Key-3 certifies the responses provided are accurate based on the specified criteria and in the spirit of Scouting.

Lodge Chief

Lodge Adviser

Lodge Staff Adviser

Section-Use Only. These categories are to be filled out by the Section Administration CVC and the various other Section CVCs where necessary. It is to be approved by the Section Chief or their designee. Lodge PMP items will be scored according to the previous OA Program Year (calendar) standards for High Performing (HP) or Thriving (T).

**Points
Possible**

**Points
Awarded**

5. Lodge Performance Measurement Program (PMP)

5.1 Unit Elections: Conduct in-person unit elections in all troops, crews, and ships.	HP = 40 T = 20	
5.2 Induction Rate: Induct youth Ordeal candidates.	HP = 40 T = 20	
5.3 Activation: Engage new youth lodge members within the first 6 months of membership.	HP = 40 T = 20	
5.4 Membership Retention: Improve the retention rate of youth lodge members.	HP = 40 T = 20	
5.5 Membership Growth: Experience positive growth in youth membership over the previous year.	HP = 40 T = 20	
5.6 Lodge Event Participation: Improve lodge membership participation at full lodge events.	HP = 30 T = 15	
5.7 Brotherhood Completion: Convert eligible youth Ordeal members to Brotherhood.	HP = 30 T = 15	
5.8 Contribution to Council: Contribute cash, materials, and/or both to the council.	HP = 30 \$15 = 25 T = 20 \$2 = 15	
5.9 Council Service: Deliver to the council measurable service in terms of the average tracked hours per lodge member.	HP = 30	

	T = 15	
5.10 Leadership Development: Conduct at least one LLD during the year with qualified instructors using current materials.	HP = 30 T = 15	
6. Conclave Participation & Competition		
6.1 Lodge competed in the following events at Conclave: <input type="checkbox"/> Lodge Display (5 pts) <input type="checkbox"/> Quest for the Golden Arrow (5 pts) <input type="checkbox"/> Lodge Newsletter (5 pts) <input type="checkbox"/> Hand Drum (5 pts) <input type="checkbox"/> Lodge Totem Pole (5 pts) <input type="checkbox"/> Team Sing (5 pts) <input type="checkbox"/> Lodge Website (5 pts) <input type="checkbox"/> Powwow Exhibition Team Dance (5 pts) <input type="checkbox"/> Video Production (5 pts) <input type="checkbox"/> Craft Contest (5 pts) <input type="checkbox"/> Pre-Ordeal Ceremony (5 pts) <input type="checkbox"/> Individual Dance (5 pts) <input type="checkbox"/> Brotherhood Ceremony (5 pts)	Up to 65	
6.2 Lodge placed top 3 or was rated an Honor Team (HT) in the following events at Conclave: <input type="checkbox"/> Lodge Display <input type="checkbox"/> Pow Wow Exhibition Team Dance <input type="checkbox"/> Lodge Video Production <input type="checkbox"/> Team Sing <input type="checkbox"/> Lodge Newsletter <input type="checkbox"/> Pre-Ordeal Ceremony (Honor Team) <input type="checkbox"/> Lodge Website <input type="checkbox"/> Brotherhood Ceremony (Honor Team)	1 st = 20 HT = 20 2 nd = 15 3 rd = 10	
6.3 Lodge placed top 3 in the following competitions at Conclave: <input type="checkbox"/> Quest for the Golden Arrow <input type="checkbox"/> C. Norman Alston Jr. Memorial Spirit Award	1 st = 25 2 nd = 20 3 rd = 15	
6.4 Lodge registered to attend Conclave with the lesser of: 20% of recharter membership or within 2 persons of the delegation quota limitation (if a quota is set).	Yes = 50 No = 0	
6.5 Lodge conducted a training session and provided a qualified trainer as determined by the Section Training CVC on Saturday morning of Conclave.	Yes = 30 No = 0	
6.6 A majority of the lodge's youth delegates attended two training sessions. Youth participating in ceremonies will count towards a lodge's total.	Yes = 50 No = 0	
6.7 Lodge provided qualified judges required for Section competitions in writing to the appropriate Section CVC by the designated date/time. <input type="checkbox"/> Administration (5 pts) <input type="checkbox"/> Quest (5 pts) <input type="checkbox"/> Ceremonies (5 pts) <input type="checkbox"/> AIA (5 pts)	Up to 20	
6.8 Judges attended the required Judges meeting(s) and fulfilled the duties and responsibilities as assigned by the respective Section Coordinator.	Up to 20	

<input type="checkbox"/> Administration (5 pts) <input type="checkbox"/> Quest (5 pts) <input type="checkbox"/> Ceremonies (5 pts) <input type="checkbox"/> AIA (5 pts)		
6.9 Lodge submitted an electronic copy of each Administrative and AIA publication that the lodge competed in at Conclave for distribution to all other lodges in the section as determined by the Section Administration CVC.	Yes = 25 No = 0	

Recharter Membership: _____

Conclave Registration: Youth: _____ / Adults: _____

Section Chief*

Section Administration Adviser*

*=or designee

VII. Shows Proposal:

Shows CVC: Quinn Dennie

Email: qwdennie@icloud.com

Phone Number: (843) 801-7012

Shows Adviser: William McCormick

Email: muscogee06chief@gmail.com

Phone Number: (803) 516-5854

Friday Night Show:

Pre-Show officially starts at 7:45pm

- Band playing music

- Glow-sticks will be passed out corresponding to the Lodge's team color Show officially starts at 8:30 p.m.

8:30pm - Quinn will introduce the show and get everyone hyped for the evening (chants/song/etc.)

8:35pm - Lodge teams will be selected/color-coded apparel will be passed out

- Teams will decorate t-shirts to wear for competitions 8:45pm - Legends of the Hidden Temple Games

- Points for LOTY may be given out to winners/prizes for participants

- Variety of set pieces that will be on standby 9:45pm

- Dismissal

Saturday Night Show:

7:15pm - Pre-Show starts

- Music will be playing

- Yard games 7:45pm - People take their seats

7:50pm Dance Exhibition

8:15pm - Weekend recap video

8:30pm - Elections

8:30pm - Small games/skits/activities to break up ballot counting/etc. 9:45pm - Torch-bearing ceremony

Sunday Morning Show:

8:45am - Worship music is playing

9:00am - Chapel Service begins (organized w/ Service Lodge)

- Chorus/band is playing

- Member from each Lodge has a part 9:30am - Presentation of Awards

10:00am - Introduction of incoming Section Officers, Service Lodge for 2024

VIII. Special Events Proposal:

Special Events CVC: Ian Miller

Email: special.events@section7.ou-bsa.org

Phone Number: ###-###-####

Special Events Adviser: Jakob Helderman

Email: special.events@section7.ou-bsa.org

Phone Number (864) 349-7818

Events:

1. Opening Night Gathering (The Cornerstone Social?)
2. VIA Luncheon (The Foundation Luncheon?)
3. Conclave Wide Service Project
4. Patch Auction
5. Eternal Bonds Ceremony
6. World Friendship Fund Collection

Opening Night Social:

The Opening Night Social will be held immediately following the Opening Campfire on Friday Night during the Cracker Barrel. Delegates can take part in a variety of activities and explore interactive booths.

Details:

Activities:

- Cornhole
- Spikeball
- Patch Trading
- Pie-Eating Contest

Interactive Booths:

- Older Scout Programs (Sea Scouts, Venturing, Exploring)
- NLS / DYLC
- OA High Adventure
- 2026 Jamboree

VIA Luncheon:

The VIA Luncheon will be a private lunch for Lodge leaders, new arrowmen, and special guests which will serve as a moment of inspiration to the future of our program. Guests will be served a special meal in a more intimate setting and hear from a Keynote Speaker.

Details:

- Held on Saturday during lunch
- 3 tickets per lodge (all youth)
- Souvenir ticket to be made
- Special guests to be arranged by Special Events Committee

Conclave Wide Service Project:

The Conclave Wide Service Project will be a canned food drive collection where lodges will be encouraged to bring 5 items per delegate. All items will be dropped off at a designated location upon check-in, and will be donated to a local soup kitchen following conclave.

Details:

- Need a designated drop off location
- Need to source local charity to deliver
 - Have them come out on Saturday?
- Each lodge encouraged to bring 5 items per delegate
 - Scored towards LOTY or Spirit Award?
- Joint coordination between Special Events Committee and Host Lodge

Conclave Patch Auction:

The Conclave Patch Auction will be a silent auction hosted in the Trading Post, open to all delegates and staff members. All proceeds will go to the Section E7 Leadership Fund, supporting youth officer travel to section, region, and national events.

Details:

- Each lodge will be asked to contribute 2 lots
 - 2025 Conclave set and any other item(s)
 - Additional potential donors will be contacted
- Bidding will be live from 5:00pm on Friday until 5:00pm on Saturday
- Bidding will be conducted in a minimum of \$5 increments on all lots
- Bidding slips will require bid amount, name, email, phone number, and lodge
- Lots must be picked up at the Section Office by 9:00am on Sunday
 - Lots not picked up will be offered to next highest bidder
 - Unsold lots will be held for the next Conclave

E7 Eternal Bonds Ceremony:

E7 World Friendship Fund Collection:

VIII. Section Officer Election Procedures

1. All requirements to run for Section Office adhere to the Field Operations Guide.
2. Nominations for Section Officers may be made by the designated council youth representative, when nominations are declared open at any meeting of the Council of Chiefs or at the Conclave Business Meeting. Nominations shall require no second. Nominations for each office shall be closed only once – just before balloting for that office.
3. Saturday night at the evening program show, candidates for Section Office will be allowed to speak. The order of speeches will be conducted at random. The officer conducting the elections will announce the time limit for speeches. The time limits for speeches are as follows: 1 minute, 2 minutes, 2 minutes. If a consensus is not reached after the end of the 3rd runoff the election will be decided via the Section Chief.
4. After each candidate for office has spoken for a specific position, member lodges will caucus, and the youth of the lodge, under the leadership of the Lodge Chief, will cast their votes for all candidates. Lodge members have the right to abstain from voting. The Lodge Chief (or his/her adult designee) will record the number of votes for each candidate on a voting sheet provided by the Section Administration.
5. The Lodge Chief will then give the voting sheet to a Section Election Official designated by the Section Administration.
6. A Section Election Official will enter all voting sheets onto a computer spreadsheet under the observation of the Section Adviser. No others are permitted to be observers. The spreadsheet will then allocate the not more than ten whole votes that each lodge may cast on a ballot in proportion with the votes cast by the youth lodge members during the caucus, all in accordance with the Field Operations Guide.
7. A majority must be reached for a candidate to win the election.
8. If more than two persons are nominated and a majority isn't reached, runoff elections will be held to determine the winner. During a runoff, the candidate with the least amount of votes will be dropped each subsequent round until a candidate receives a majority. In the event of a tie, the policy of the Field Operations Guide will be adhered.
9. There will be separate elections for Section Chief, Section Vice Chief, and Section Secretary. The order of position elections will be held in the order of Chief, Vice Chief, and Secretary.
10. Candidates that do not successfully attain election have the opportunity to drop down and run for any other Section Office. In essence, one candidate could theoretically run for three (3) Section offices if they are not successful in his/her attempts.
11. Nominations will be re-opened for subsequent elections.
12. The officer conducting Section Officer elections shall be the outgoing Section Chief, or their designee (with the approval of the Section Adviser). If the Section Chief is seeking another term as a Section Officer, he/she must appoint another youth to run the election with the approval of the Section Adviser.

Respectfully Submitted,

Caleb Mulholland | E7 Section Chief, 2025