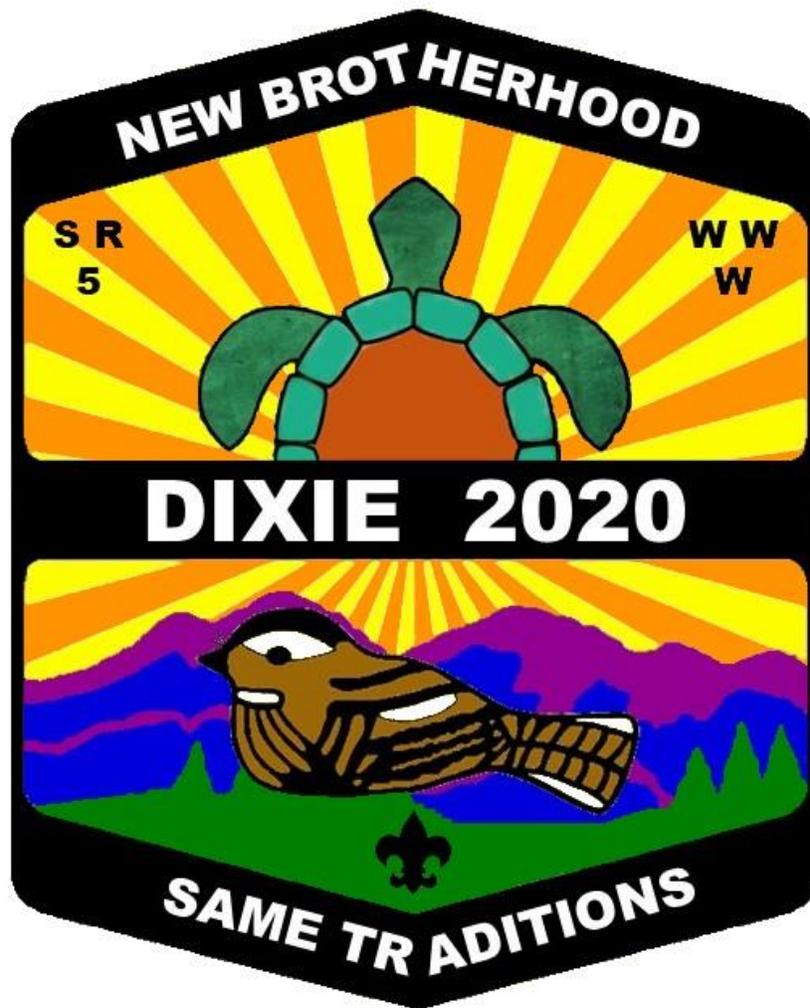


2020 Dixie Fellowship Proposal

Section SR-5, Order of the Arrow



Revised 11/6/2019

SCOUTING'S NATIONAL HONOR SOCIETY

Section Officers

Hunter Hackett

Section Chief

Robert Bolton

Section Vice Chief

William Webb

Section Secretary

Coordinators

Joshua Kirchner

Service Lodge Coordinator

Zach Kontenakos

Administration Coordinator

Alex Barton

*American Indian Evens
Coordinator*

Shea Lighton

Program Coordinator

Blake Parker

Training Coordinator

Josh Morrow

Ceremony Events Coordinator

Chandler Hackett

Special Events Coordinator

Tommy Kepley

Shows Coordinator

Patrick Bailey

OA High Adventure

Trent Kokay

Section Promotions

Cole Taylor

Associate Coordinator

Letter from the Chief

Dear Key Three members:

We wish for the Dixie Fellowship to continue to be the best conclave in America as it celebrates its 68th anniversary. Due to the great amount of time and energy it has taken to prepare this document, we ask that you review it very carefully. This information will also be available online at www.sr5.org.

Once again, thank you so much for everything you do to serve your lodge and thus make our Section stronger. I look forward to serving with all of you in the year ahead to prepare for the best Dixie Fellowship yet!

In Service and Brotherhood,

Hunter Hackett | SR-5 Section Chief

Robert Bolton, Jr. | SR-5 Section Vice Chief

William Webb | SR-5 Section Secretary



2020 Dixie Fellowship

SR-5 Section Conclave

April 24-26, 2020

Atta Kulla Kulla Lodge 185

Blue Ridge Council

Camp Old Indian

Proposal

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SR-5 Section Officers and Advisers

Section Chief

Hunter Hackett

*redacted *

*redacted *

*redacted *

Section.chief@sr5.org



Section Adviser

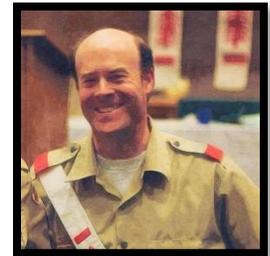
Mac McLean

41 Fontaine Rd.

Greenville, SC

(864) 240-3292

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Vice Chief

Robert Bolton, Jr.

*redacted *

*redacted *

*redacted *

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Michael Thompson

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Secretary

William Webb

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*redacted *

*redacted *

secretary@sr5.org



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Tripp Clark

225 Winter Way

Lugoff, SC 29078

(803) 438-4576

Secretary.adviser@sr5.org



Staff Adviser

Lamar Perry

Lamar.perry@scouting.org

Dixie Fellowship Rotation Schedule

2021 Tsali

2022 Itibapishe Iti Hollo

2023 Unali' Yi

2024 Santee

2025 Catawba

2026 Bob White

2027 Muscogee

2028 Skyuka

2029 Eswau Huppeday

2030 Atta Kulla Kulla



Dixie Deadlines/Calendar

Date:	Item:	Submit To:
January 15	Names/contact info of ceremony judges due	Josh Morrow, Ceremonies
January 18	All names, contact information for the training session trainers are due Any and all training topic changes must be submitted to Training Coordinator and Adviser. Training topic is due, if not selected at COC	Blake Parker, Training
January 31	Pre-Orders due (paid in full) and \$10 deposit per delegate	Service Lodge
February 15	Names/contact info of youth/adult ceremony team leaders due	Josh Morrow, Ceremonies
March 1	Lodges must submit the name of the web judge online	www.sr5.org/webjudge
March 1	Syllabus to Training Coord.	Blake Parker, Training
March 15	Requests for special facilitation for Lodge Displays	Zachary Kontenakos, Admin. Coordinator
March 15	Balance of registration due (\$28 per delegate)	Service Lodge
April 1	Lodge web judging begins	
April 1	Any final changes to syllabi or handouts/resources must be submitted	Blake Parker, Training
April 20	Submit ceremony team rosters for both Ordeal and Brotherhood ceremony competitions	Josh Morrow, Ceremonies
April 24 upon check-in	At least four (4) newsletters and one (1) Plan Book that were published after the previous year's Dixie Fellowship	The Section Office
April 24 upon check-in	All documentation for Team Dance and Team Sing must be turned in (including copies for the 9 other lodges) as well as an Individual dance roster and any final changes to the ceremonial team roster (for both Ordeal and B'hood ceremonies) for your lodge.	Amer. Indian Events Booth
April 24 at COC Meeting	Names of judges for administrative events Declare which totem pole competition they will compete in The Section Honor Lodge Petition (Lodge of the Year) due.	Zachary Kontenakos, Admin. Coordinator
April 24 at COC Meeting	Lodge Chiefs must submit their training judges	Blake Parker, Training
April 26 at 9:30 AM	Lodge displays must be completely in place at their designated location	
April 26 at Conclusion of Training	Training judges must submit score sheets	Blake Parker, Training

I. Service Lodge

Service Lodge Coordinator: Joshua Kirchner

Email: dixievicechief@akk185.org

Phone: *redacted*

Service Lodge Adviser: Tim Hunt

Email: hunt4tim@gmail.com

Phone: (864) 353-6232

A. Code of Conduct

The success or failure of our fellowship depends on the conduct of each individual brother that attends. 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 made of me. As a member of the Order of the Arrow, 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 fellowship.
3. Attend planned and general training sessions.
4. Confine the trading and swapping of Scout related items to free periods and in designated areas.
5. Be personally responsible for the breakage, damage, or loss of property.
6. Observe quiet hours and lights-out hours.
7. Keep my quarters clean and dispose of trash in the proper places.
8. Not change my officially assigned area without permission.
9. Allow no unregistered person to occupy my quarters.
10. Wear suitable covering in the camp including shirt and closed toed shoes.
11. Observe all BSA policies regarding the purchase, possession, or consumption of alcohol.
12. Observe BSA tobacco use policies.
13. Respect BSA rules prohibiting the use of fireworks and firearms.
14. Neither buy nor sell items at the fellowship 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 the purchase of items.
15. Not leave camp without permission of the fellowship headquarters and my Lodge Key 3.
16. Remember that I am a guest of Atta Kulla Kulla Lodge #185 of the Blue Ridge Council, and Camp Old Indian.
17. Park only in designated areas.
18. Not knowingly solicit trades for patches not produced by a B.S.A. affiliated unit, chapter, lodge, section, region, or any national organization. These patches include, but are not limited, to patches produced by individuals, or groups of individuals.
19. Abide by the BSA Guide to Safe Scouting including Youth Protection Guidelines.



I understand that the failure to abide by these rules, as approved by the Council of Chiefs, could result in my removal from the fellowship and Camp Old Indian premises.

B. General Information

1. When and Where

The 2020 SR-5 Dixie Fellowship will be held on the weekend of April 24 - 26, 2020 at Camp Old Indian, Travelers Rest, SC. The mailing and physical address of Camp Old Indian is 601 Callahan Mountain Road, Travelers Rest, SC 29690.

2. Theme

While embracing change, we still hold true to the traditions of the Order of the Arrow. The theme for the 2020 SR-5 Dixie Fellowship will be “New Brotherhood Same Traditions.”

3. Cost

The delegate fee for the 2020 Dixie Fellowship will be \$38.00 per delegate. The fee includes camp usage fee, all meals, programs, participation pin, delegate patch, BSA Insurance and ditty bag.

Registrations received after January 31st will not be guaranteed any Dixie memorabilia.

Fees are transferable but not refundable; if a \$10.00 deposit fee is received it may be transferred to serve as a deposit fee for another person but cannot be applied to any other person’s remainder fee of \$28.00. Atta Kulla Kulla Lodge #185 reserves the right to refuse registrations not made in compliance with the deadlines and quotas established.

4. Participation

All participants must be active members of an SR-5 member lodge and registered with the Boy Scouts of America. Each lodge will be guaranteed 100 spaces until February 1st, 2020 after which unused slots may be made available to other lodges.

5. Health and Safety

Each delegate is responsible for filling out and turning in a BSA medical form (BSA Annual Health and Medical Record parts A and B). A doctor’s examination is not required. No delegate may attend the Dixie Fellowship without the medical form. All medical forms will be turned in by each lodge’s Key 3 at check-in upon arrival at the Dixie Fellowship.

Medical personnel will be on-hand 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 encouraged to bring a First Aid kit for their campsite.

6. Camping Arrangements

Each lodge will be assigned a campsite prior to arrival. Campsite assignments will be made based on three criteria: (1) the size of the delegation and campsite capacity, (2) the timeliness of

the payment of registration fees and pre-orders and (3) handicap needs. Restroom facilities will be available throughout camp. Restrooms and hot water shower facilities are in all campsites.

Limited power is available in campsites. Battery powered Cpac and other devices are encouraged. Cell phone charging stations will be available.

Individual in-camp transportation will be restricted. Delegates with a medical need desiring to bring their own golf cart or similar transportation device must have prior approval, in writing, from the Service Lodge. Requests must be made to the Service Lodge by March 31st. Golf carts must be licensed, insured, and have a fire extinguisher.

7. Dining Arrangements

All meals will be prepared at the camp's Dining Hall. Delegates will dine in the Dining Hall with overflow seating as needed in the main tent. Lodges with delegates that have special dietary needs should report full details to the Service Lodge by March 15. Every effort will be made to accommodate those requests.

8. Parking

Very limited in camp parking is available, with most camper parking stationed at a remote facility. Atta Kulla Kulla will provide shuttle service to transport campers to and from remote parking. Please carpool as much as possible in order to conserve space. We request that each lodge plan their transportation in such a way that they bring not more than one vehicle for each four delegates. Atta Kulla Kulla will issue nine (9) parking passes per lodge for vehicles to park in the COI parking lot. These passes must be displayed at all times. Vehicles parked in the COI lot will likely be blocked in for the weekend so plan accordingly. Additionally, each lodge is asked to designate one (1) emergency vehicle, to be used to transport campers to medical facilities in the event of an emergency. These vehicles will be parked in the Three Forks lot, near the COI Health Lodge.

Pursuant to Camp Old Indian and Blue Ridge Council policy, no vehicles from any lodge will be allowed past the front gate of Camp Old Indian. Campers may drop gear at designated locations in the COI parking lot. Gear will be transported by Dixie 2020 staff from the COI parking lot to each lodge's campsite. You will need to unload quickly and move your car to off-site parking so others can unload. Depending on the availability of flat space, lodges may designate one trailer to remain parked in the campsite. That trailer will be transported to the campsite by Dixie 2020 staff.

9. Trading Post Operation

Except for the sale of Section items (i.e. "Dixie" items), Atta Kulla Kulla Lodge will be responsible for the purchase and sale of all items in the Trading Post or concession stands. The profit from these sales will go to Atta Kulla Kulla Lodge. Likewise, any loss incurred by these items is the responsibility of Atta Kulla Kulla Lodge alone.

At midnight on Saturday night of the Dixie Fellowship, the service lodge has the option of buying any unsold Dixie memorabilia at wholesale or the price necessary to make budget. Once

transferred to the Service Lodge, they may opt to sell some or all items at reduced prices on Sunday in order to expedite liquidation of the inventory.

If the service lodge declines, the remaining merchandise will be divided between all of the lodges at the same price structure as above.

10. Lodge Communication

Camp Old Indian has very limited cell phone coverage. The camp offers wi-fi access for a fee. Planning is to utilize a closed internal network at no cost to electronically distribute newsletters, announcements, etc. in order to reduce printing.

11. Mailing Address for all payments and registrations:

Please email all registrations and pre-orders in addition to including a copy with payments to insure prompt processing.

Dixie 2020 Registration
Blue Ridge Council, BSA
1 Park Plaza
Greenville, SC 29607
Dixie2020@akk.org

12. Contact Information

If you have any questions, comments, or concerns feel free to contact the Lodge’s Dixie Coordinator or his Adviser:

Service Lodge Coordinator: Joshua Kirchner dixievicechief@akk185.org
Service Lodge Coordinator’s Adviser: Tim Hunt hunt4tim@gmail.com

13. Payment Schedule

The dates below are required in order to meet Service Lodge expenses and schedules:

Pre-Orders (Paid in Full) and \$10 deposit per delegate	January 31, 2020
Balance of Registrations due (\$28 per delegate)	March 15, 2020
Send all forms and money to:	
Dixie 2020 Registration	
Blue Ridge Council, BSA	
1 Park Plaza	
Greenville, SC 29607	

*No Pre-Orders will be accepted after January 31st.

14. Staff Items

Council of Chief members can purchase **via preorder** unlimited staff polo shirts, staff t-shirts, and staff hats. Additionally, Council of Chiefs members may preorder up to 4 staff patches and 2 staff neckerchiefs. Service Lodge staff may purchase via preorder unlimited staff polo shirts, staff t-shirts, and staff hats. Service Lodge staff members may purchase up to 4 staff patches and up to 2 staff neckerchiefs. Any additional Staff patches or Staff neckerchiefs will be sold to the staff on Sunday afternoon after the camp is clean and clear.

15. Use of “Dixie Fellowship”

Items that may use the wording “Dixie 2020”, “Dixie Fellowship”, “Dixie Conclave”, “SR-5 Conclave”, “Dixie Host” and “Dixie Service Lodge” may include the following: signage, service lodge patch, paperwork, awards, plus those Dixie “custom design” items approved by the Council of Chiefs such as mugs, patches, neckerchiefs, hats, shirts, and other such items in the budget that include the word “Dixie.” Any additional use of the wordings designated above not yet contemplated at the time of these Guidelines must be approved by the Section Key 3.

Atta Kulla Kulla #185 requests the use of the term “Dixie” along with “Service Lodge” and/or “Host” or “Host Lodge” be allowed on their lodge patches in calendar year 2020.

C. Schedule

Friday 4/24/20	Event	Location	Rain Location
3:00-8:00	Check-In	Camp Office	Camp Office
5:30-8:00	Friday Night Festivities	Meadow	Meadow
6:00-8:00	Staff Supper	Dining Hall / Main Tent	Dining Hall / Main Tent
6:30-8:00	Key 3/COC Dinner	Dining Hall	Dining Hall
8:15	Assembly	Amphitheater	Dining Hall
8:30	Opening Show	Amphitheater	Dining Hall
10:30	Cracker Barrel	Dining Hall / Main Tent	Dining Hall / Main Tent
	Patch Trading	Main Tent	Main Tent
10:45	Judges Meetings: Ceremonies, AIA	Activities Building	Activities Building
	Judges Meetings: Quest, Training	Scoutcraft Shelter	Scoutcraft Shelter
	Judges Meetings: Administrative	Health Lodge	Health Lodge
11:00	Taps		
Saturday 4/25/20			
7:00	Reveille		
6:30 - 8:30	Breakfast	Dining Hall	Dining Hall
8:00	Tug-O-War weigh-in	Health Lodge	Health Lodge
8:00	Pre Ordeal Ceremony Competition	Chapel	Pathfinder Shelter
8:00	Brotherhood Ceremony Competition	Chapel	Rifle Range
8:30	Assembly/Flag Ceremony	Meadow	Meadow
9:00-9:45	Training Session I	Camp Shelters/Tents	Camp Shelters/Tents
10:00-10:45	Training Session II	Camp Shelters/Tents	Camp Shelters/Tents
11:00-11:45	Training Session III	Camp Shelters/Tents	Camp Shelters/Tents
11:45-1:30	Lunch	Dining Hall	Dining Hall
1:30	Assembly, Egg Toss	Meadow	Meadow
1:40-2:00	Cross Country Run	Trading Post road	Trading Post road
2:00-5:30	Quest for the Golden Arrow	Multiple Locations	Multiple Locations
	Team Sing	Chapel	Activities Building
	Parade of Braves	Chapel	Activities Building
	Individual Dance Competition	Chapel	Activities Building
5:30-7:15	Dinner	Dining Hall	Dining Hall
7:45-10:00	Show/Elections/Group Dance	Amphitheater	Dining Hall
10:00	Cracker Barrel	Dining Hall / Main Tent	Dining Hall / Main Tent
	Patch Trading	Dining Hall / Main Tent	Dining Hall / Main Tent
11:00	Taps		

Sunday 4/26/20			
7:00	Reveille		
7:15	Assembly/Flag Ceremony	Meadow	Dining Hall
7:30	COC Breakfast	Activities Building	Activities Building
7:30-8:45	Breakfast	Dining Hall	Dining Hall
9:00	Chapel/Awards Ceremony	Amphitheater	Dining Hall

D. Menu

Friday Council of Chiefs:

Steak
Baked potato
Salad
Cheese cake
Tea, fruit punch, and lemonade

Friday Cracker Barrel:

Baked and mashed potato bar
Salad bar
Dessert bar
Tea, fruit punch, and lemonade

Saturday breakfast:

Choice of bacon, sausage and breakfast steak
Eggs
Grits
Biscuits and gravy
Juice, milk, and coffee

Saturday lunch:

Choice of burgers, chicken sandwich, hotdogs or corn dogs
Choice of chips or fries
Cookie
Salad bar available
Tea, fruit punch, and lemonade

Saturday dinner:

Choice of Chicken tenders or pot roast
Green beans
Scalloped potatoes
Roll
Peach cobbler
Salad bar
Tea, fruit punch, and lemonade

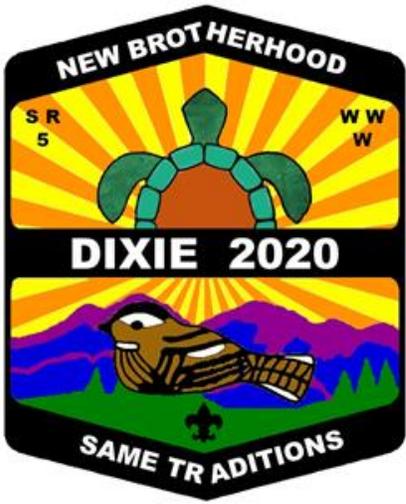
Saturday Cracker Barrel:

Chips, salsa, and queso
Assorted desserts
Tea, fruit punch, and lemonade

Sunday Breakfast:

Sausage Biscuits
Assorted fruit
Pastry
Juice, milk, and coffee

E. Memorabilia



Participation Pin



DIXIE 2020

2020 Dixie Merchandise

Item	Cost	Price	Quantity	Total Cost	Total Revenue	Total Profit
Delegate Patches for sale	\$0.95	\$4.00	700	665.00	2,800.00	\$2,135.00
Delegate Patches	\$0.95	\$0.00	890	845.50	0.00	(\$845.50)
Ghost Patch	\$1.25	\$4.00	750	937.50	3,000.00	\$2,062.50
Neckerchief	\$5.70	\$15.00	165	940.50	2,475.00	\$1,534.50
Back patch	\$3.05	\$15.00	350	1,067.50	5,250.00	\$4,182.50
Chenille	\$6.00	\$25.00	115	690.00	2,875.00	\$2,185.00
Hat Pin	\$1.90	\$4.00	325	617.50	1,300.00	\$682.50
Mug	\$8.09	\$9.00	80	647.20	720.00	\$72.80
Hat	\$12.00	\$14.00	50	600.00	700.00	\$100.00
T Shirt S-XL	\$9.24	\$14.00	65	600.60	910.00	\$309.40
T Shirt 2XL-5XL	\$12.24	\$16.00	10	122.40	160.00	\$37.60
Staff patch	\$0.90	\$4.00	600	540.00	2,400.00	\$1,860.00
Staff Neckerchief	\$5.70	\$15.00	160	912.00	2,400.00	\$1,488.00
Staff hat	\$12.00	\$14.00	100	1,200.00	1,400.00	\$200.00
Staff T shirt S-XL	\$9.25	\$14.00	90	832.05	1,260.00	\$427.95
Staff T shirt 2XL-5XL	\$12.24	\$16.00	20	244.80	320.00	\$75.20
Staff Polo S-XL	\$18.00	\$25.00	25	450.00	625.00	\$175.00
Staff Polo 2XL-5XL	\$21.00	\$28.00	10	210.00	280.00	\$70.00
TOTALS				12,122.55	28,875.00	\$16,752.45

F. 2020 Dixie Budget

Anticipated Revenue

		Number attending	Fees	
Delegate Fee		890	\$38.00	\$33,820.00
Guest Fee event		10	\$38.00	\$380.00
Day Visitors		25	\$10.00	\$250.00
Total attending		925		
Advance from Eswau				\$400.00
Memorabilia				\$28,875.00
Total Income				\$63,725.00

Anticipated Expense

Item		Number	Cost	
Camp use fee		900	\$5.00	\$4,500.00
Insurance		900	\$9.00	\$8,100.00
Section Expense		900	\$2.00	\$1,800.00
Memorabilia expense				\$12,122.55
Food				\$21,000.00
Program				\$3,000.00
Administration				\$2,000.00
Logistics				\$7,000.00
Communication				\$1,200.00
Hospitality				\$300.00
Water Bottle		890	\$1.68	\$1,495.20
Participation Pins		890	\$0.75	\$667.50
Advance for Dixie 2021				\$400.00
Total Expense				\$63,585.25

NET Difference				\$139.75
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2020 Dixie Merchandise

Item	Price	Quantity	Total Cost
Delegate Patches for sale	\$4.00		
Ghost Patch	\$4.00		
Neckerchief	\$15.00		
Back patch	\$15.00		
Chenille	\$25.00		
Hat Pin	\$4.00		
Mug	\$8.00		
Hat	\$12.00		
T Shirt S-XL	\$14.00		
T Shirt 2XL-5XL	\$16.00		
Staff patch	\$4.00		
Staff Neckerchief	\$15.00		
Staff hat	\$4.00		
Staff T shirt S-XL	\$14.00		
Staff T shirt 2XL-5XL	\$16.00		
Staff Polo S-XL	\$25.00		
Staff Polo 2XL-5XL	\$28.00		
TOTALS			

II. Quest for the Golden Arrow

Program Coordinator: Shea Lighton

Email: program@sr5.org

Phone: * redacted *

Service Lodge Adviser: Brad Hutto

Email: cbhutto@aol.com

Phone: (803) 536-1808

Contents:

- A. Judging Assignments
- B. Rules for Participation
- C. Scoring
- D. Lodge Sponsored Events
- E. Section Sponsored Events



A. Quest Event Judging Assignments:

- Chariot Race –
- Fire Building –
- Knot-Tying Relay –
- Tent Pitching –
- Archery –
- Arrow/Softball –
- Cross Country Run –
- Rope Throw –
- Canoe Race–
- Egg Toss –

Unless otherwise specifically stated within the guidelines, lodges need to provide however many judges it takes to run their Quest event smoothly for the competition – not less than two judges.

B. General Rules for Quest Participation

1. It is the duty of the Section Program Coordinator to uphold the sanctity of the Dixie quest events. Should a discrepancy occur with any of the Quest Events, the SPC 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 Program Coordinator.

3. Delegates, who are inevitably used to carry out administration of Program 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 Program Coordinator.
4. Youth delegates only may compete 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 Program Coordinator. These sheets will be required to be turned in by judges' in order for scores to be tallied.
6. All participants in field sports competitions (archery, rifle, and shotgun) shall attend a mandatory range safety briefing provided by Service Lodge RSO's and other range authorities prior to the start of competition.

C. 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 thru 10th in each event they participate in and assigned points accordingly. These points will be assigned as such:

1 st	10 points	6 th	5 points
2 nd	9 points	7 th	4 points
3 rd	8 points	8 th	3 points
4 th	7 points	9 th	2 points
5 th	6 points	10 th	1 points
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. i.e. Two lodges come in first place, both of those lodges will receive 9.5 points (an average of 9 and 10).

D. Lodge Sponsored Events

1. Chariot Race-

- a. Each lodge may enter one (1), four (4) man team.
- b. The object of the competition is to lash three (3) poles together to form a triangle.
- c. One (1) Diagonal lashing at the top.
- d. Two (2) Square lashings at the bottom. Note: Lashings will be judged according to the Pioneering Merit Badge book.
- e. After the triangle is complete, one (1) member of the team will ride on the bottom crossbar and the other three (3) members will pull him around a designated track approximately forty (40) yards.

- f. The winner will be the team with the shortest elapsed time. The elapsed time is calculated from the word "GO" issued, at which the lashing will begin, until the team successfully crosses the end of the track.
- g. Any incorrect lashing will result in a minute time penalty, up to three minutes maximum.
- h. Two (2) eight-foot (8') and one six-foot (6') poles between two (2) and three (3) inches in diameter will be provided by the service lodge to be used in the event.
- i. Judges must have:
 - i. Two (2) stopwatches
 - ii. Knowledge of diagonal and square lashings
 - iii. Pioneering Merit Badge booklet.
 - iv. Three approximately 20ft. or longer lengths of 1/4in. manila rope.
- j. Chariot must remain in contact with ground the entire race.

2. Fire Building-

- a. Each lodge may enter one (1), four (4) to seven (7) man team.
- b. Two (2) strings will be tied above the fire lay, the first being one foot (1') above the ground and the second being two feet (2') above the ground.
- c. The fire building materials must not touch or rise above the first string.
- d. The fire lay is to be cleared completely, by the current team, after each attempt.
- e. Any team using one of the following methods to light the fire will receive time reductions as listed:
 - i. One match = no time reduction (matches must be lit one by one)
 - ii. Flint and steel* = 30 seconds time reduction
 - iii. Bow and string = 60 seconds time reduction
- f. Each team must provide their own fire building materials (all must be natural).
- g. The winner will be the team that burns both strings in the shortest amount of time.

- h. The fire may not be moved once it has begun.
- i. Timing will begin once the materials are placed under the string.
- j. No materials may be added to the fire after the timing has begun.
- k. There will be two (2) judges for this event.
- l. The only accepted methods of fire starting will be provided by the Section, the Section allows the lodges to use a similar device if accepted by the Section. The accepted devices will be matches, BSA Hot Spark, and bow and string. The lodge must build fires using a method taught by the BSA in the Scout Handbook or in the Fire Safety Merit Badge pamphlet.

*Butane lighters and other fuel-assisted lighting devices are excluded.

3. Knot-Tying Relay-

- a. Each lodge must field a seven (7) man team. In relay fashion, one person to be asked to tie a different knot by the judge.
- b. The team will not know which knot each member will tie.
- c. The seven (7) knots are:
 - i. Square Knot
 - ii. Bowline
 - iii. Sheet bend
 - iv. Taut-line hitch
 - v. Clove hitch
 - vi. Two-half hitches
 - vii. Timber hitch
- d. The team with the best time wins and timings will start when the word "GO" is issued by the judge.
- e. Each knot must be tied correctly.

4. Tent Pitching-

- a. Each lodge is allowed two (2) contestants.
- b. A BSA Jamboree tent will be pitched by the two (2) contestants in the correct manner.
- c. The tent and all necessary equipment will be supplied by the Service Lodge.
- d. Scoring will be done by the best time starting from the issue of the word "GO" and ending when the contestants complete the tent and issue the word "STOP."
- e. The tent must be properly pitched.

5. Archery

- a. Each lodge is allowed one (1) contestant.
- b. Each lodge will shoot five (5) arrows from a distance of forty-feet (40). *Service Lodge may change distance to accommodate Venue*
- c. Scoring will be as follows:
 - i. Bull's Eye = 11 points
 - ii. One ring from center = 9 points
 - iii. Two rings from center = 7 points
 - iv. Three rings from center = 5 points
 - v. Four rings from center = 3 points
 - vi. Five rings from center = 1 point
- d. The service lodge will furnish one (1) recurve bow and thirty (30) arrows.
 - i. Thirty inch targets will be furnished by the service lodge.
 - ii. No sighting will be used. (Finger tabs and arm guards are encouraged but will not be provided.)
- e. The recurve bow will be twenty-four (24) pounds pull and the arrows approximately thirty-one (31) inches long.
- f. Each contestant will be allowed two (2) practice arrows before actual scoring begins.

6. Arrow/Softball Throw-

- a. Each lodge is allowed two (2) contestants – one (1) for Arrow Throw and one (1) for Softball Throw. The same contestant may do both.
- b. Objective is for the contestant to:
 - i. Throw an arrow supplied by the service lodge for as far as the contestant may without crossing the boundary.
 - ii. Throw an official ASA softball as far as the contestant may without crossing the boundary.
- c. The contestant will be allowed one (1) fault (crossing the boundary) per throw.
- d. The contestant will be allowed one attempt at each throw.
- e. The Service Lodge will provide arrow and softball.
- f. The distance of the Softball Throw shall be added to the distance of the Arrow Throw and the winner shall be the lodge with the greatest total distance.
- g. A standard wooden target arrow consisting of three fletching and thirty inches in length with a target point will be used.

7. Cross Country Run-

- a. Each lodge may enter one (1), three (3) man team.
- b. Objective will be to complete the course as quickly as possible, running from the starting line to the finish line.
- c. Points will be based on placement at the finish line. (First runner gets 1 point, 2nd runner gets 2 points and so on.)
- d. The points of each teams runners will be totaled, the team with lowest score is 1st, 2nd lowest is 2nd, etc.
- d. The total length of the race will be 3.1 miles
- e. Spikes are allowed.
- f. No running barefoot.

g. Contestants will walk the course opposite of the way it will run before the race.

8. Rope Throw-

a. Each lodge is allowed one (1) contestant.

b. Objective is for the contestant to:

i. Throw a one-half inch (1/2") rope, fifty feet (50') long, over a ten (10') foot high and ten (10') foot wide raised crossbar fifteen feet (15') away from a designated starting point.

ii. Run and tie a timber hitch to a log (The log is to be six to twelve inches (6-12") in diameter and two to three feet (2-3') long and should weigh less than twenty pounds (20 lbs).

iii. Hoist the log off the ground (The log must clear the ground completely).

iv. Run back to the starting point and tie a clove hitch to a stake.

c. The stake is to be four feet (4') high and three-eighth inches (3/8") in diameter).

d. Each lodge is allowed up to three practice throws before the competition is judged.

e. Points will be scored according to the length of time from the word "GO" is issued to the time the contestant finishes the clove hitch.

f. Disqualifications will result from:

i. Failure to clear bar in five (5) tosses.

ii. Incorrect knots at either end.

iii. Failure of the log to clear the ground at completion.

g. Gloves may be worn but will not be provided.

h. Cleats may not be worn.

9. Canoe Race

a. Each lodge is allowed two (2) contestants.

b. Each contestant will race around a course determined by the host lodge

c. Lodges will compete for the fastest time

d. Host lodge will provide canoe, paddles, and PFD's

10. Egg Toss-

a. Any 2 Youth per Lodge will execute this event.

b. Contestants will throw a raw egg over a set line (a rope) on the ground, spanning the necessary length.

c. Each contestant will start behind one rope, 1 Youth on one side, 1 Youth on another. The beginning ropes will be fifteen (15) feet apart from each other.

d. After all teams have thrown their first time, judges will then move one rope back five (5) feet, and the eggs are thrown again.

e. The Service Lodge will provide one dozen (12) eggs for this event.

f. The egg must be thrown and caught bare handed. Gloves are prohibited.

g. There will need to at least five (5) judges for this event; two judges keep track of moving the ropes and the others will watch each team keeping track of their throws.

h. It is the Judges responsibility, not the contestants, to keep track of the number of throws each lodge has completed throughout the event.

E. Section Sponsored Events

1. Tug-of-War-

a. Each lodge may enter a team of 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.

b. The rope will have three (3) flags:

i. One (1) at the center

ii. Two (2) at an equal distance of three (3) feet apart from the center flag.

c. The winner will be the first team to pull their opponent's flag across the centerline.

d. No "wrapping" of the rope in any manner will be allowed, this includes the last individual at the end of the rope.

e. Protective gloves are required and each lodge must bring their own gloves for competition (the gloves cannot be sticky or talced).

f. All six (6) contestants must wear shoes during the entirety of the event. Shoes with cleats or spikes are prohibited.

g. The teams must remain the same throughout the completion of every round. In case of injury, the Section Program Coordinator or his designee must approve replacements.

h. Round One will be as follows:

i. The winner and runner up from the previous year will have a bye in Round One.

ii. From the remaining eight lodges, four shall be randomly selected and seeded into brackets for Round One. The four 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 two winners of Round One will proceed to Round Two to be seeded against the winner and runner up of the previous year.

i. Round Two will be as follows:

i. The four lodges other than the previous winner and runner up from the previous year shall be randomly selected and seeded against one another.

ii. The winners of Round One will be randomly seeded against either the previous winner or runner up.

iii. Competition in Round Two will be single elimination determined after one pull resulting in a win or loss.

iv. 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.

j. Round Three will be as follows:

i. The four remaining lodges will meet in Round Three. In the event that 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. The lodge in each bracket attaining two wins shall proceed to the Championship Round.

- k. 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.
- l. The following points will be allocated:
 - i. 1st place = 10 points
 - ii. 2nd place = 8 points
 - iii. 3rd-4th place = 6 points
 - iv. 5th-8th place = 4 points
 - v. 9th-10th place = 2 points
 - vi. Note: no team that benefits from the random selection process in round two (2) and loses their subsequent match will receive anything other than 9th-10th place points.
- m. Disqualification will result from:
 - i. Any interference from members of the team's lodge while in competition.
 - ii. Any violation of the above rules for this event.
- n. A five (5) foot police line will be kept around the competition to prevent bystanders from accidentally violating the laws of good play.
- o. The competition will be held in a central location on level ground with even coverage on both sides of the rope.
- p. The judges for this event will be the Section Officers (or their appointees), with the Section Program Coordinator having final judgment. Judges may not participate in the event.

1. Volleyball

- a. Each lodge may enter a team of up to six (6) members.
- b. Will be played on a sand court.
- c. The winner will be the first team to score ten points, but the team must win by two. Play

will continue until 15 points, if neither team leads by two. Only the team serving can score points.

- i. First possession will be decided by a coin toss.
 - ii. Balls landing on the marked court lines are in bounds.
 - iii. Any contact with the net by the serving team results in a side out. Contact by the receiving team results in a point for the serving team.
- d. A team may only strike the ball three times in one possession. More than three contacts result in a side out or point.
- e. A double strike by a player results in a side out or point.
- f. All six (6) contestants must wear non-cleated shoes always during the event.
- g. The teams must remain the same throughout the completion of every round. In case of injury, the Section Program Coordinator or his designee must approve replacements.
- h. The first (1st) round will be as follows:
- i. The winning Lodge and the runner up of the Volleyball Competition will have a bye in round 1
 - ii. From the remaining eight lodges, four shall be randomly selected and seeded into brackets for Round One. The four other lodges not selected will be seeded against one another in Round Two.
 - iii. Each lodge will play out the match to full time, and if there is a 15-15 tie, the teams will move to sudden death overtime. Possession in overtime will be determined by coin toss.
 - iv. The two winner of Round One will proceed to Round two to be seeded against the winner and runner up of the previous year.
- i. The second (2nd) round will be as follows:
- i. The four lodges other than the previous winner and runner up from the previous year shall be randomly selected and seeded against one another.
 - ii. The winners of Round One will be randomly seeded against either the previous winner or runner up.
 - iii. The winners of Round Two will move to Round Three. Should both the previous 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.

- iv. If a tie occurs it will be the same procedure as h. iii.
- j. The third (3rd) round will be as follows:
 - i. The four remaining lodges will meet in Round Three. In the event that the previous year's winner and runner up are in Round Three, they will be placed in opposite brackets.
 - ii. Each four (4) lodges will play in a single-elimination, team competition until two (2) lodges are declared finalists.
 - iii. Competition in the third (3rd) round will be single-elimination.
- k. The final round will be as follows:
 - i. The lodges competing in the final round will consist of the two (2) winning lodges from the third (3rd) round.
 - ii. One single elimination match will determine the winner of the Volleyball competition.
- l. The following points will be allocated:
 - i. 1st place = 10 points
 - ii. 2nd place = 8 points
 - iii. 3rd-4th place = 6 points
 - iv. 5th-8th place = 4 points
 - v. 9th-10th place = 2 points
 - vi. Note: no team that benefits from the random selection process in round two (2) and loses their subsequent match will receive anything other than 9th-11th place points.
- m. Disqualification will result from:
 - i. Any interference from members of the team's lodge while in competition.
 - ii. Any violation of the above rules for this event.
 - iii. Unsportsmanlike conduct by a participant.
- n. The judges for this event will be the Section Officers, or their delegates, with the Section Program Coordinator having the final judgment. Judges may not participate in the event.

III. Ceremony Events

Ceremony Events Coordinator: Josh Morrow

Email: ceremonies@sr5.org

Phone: * redacted *

Ceremony Events Adviser: Tim Hunt

Email: hunt4tim@gmail.com

Phone: (864) 353-6232

Contents:

- A. Ceremony Competition Guidelines
- B. Evaluation Sheet
- C. Judging Guidelines



A. Statement of Purpose

The purpose of ceremony team competition 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 only rated against each other but also against a national standard. Ceremony team competition is purely educational, and there is no need for teams to be highly experienced to participate.

In addition, team competition can motivate experienced teams to improve their ceremony, and foster a healthy competitive atmosphere where teams are compared with one another.

Competitions 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.

B. Qualifications

Any team with the following qualifications may enter:

- a. All team members must be current, dues paid members of the BSA from the same lodge.
- b. Each participant must be under 21 years of age.
- c. Each team must be an active team performing ceremonies with the lodge. “All-star” or “competition-only” teams are not allowed.
- d. Each participant must be in American Indian style dress 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.

- e. The use of face paint, body paint, endangered animal parts, wigs, or any type of U.S. flag are 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.
- f. Appropriate undergarments shall be worn under costumes. Each participant must wear shorts for modesty. For safety reasons, appropriate footwear should be worn.
- g. Each lodge with a team in the competition 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 compete subject to an adequate number of judges.

C. Performance

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

- a. Pre-Ordeal Ceremony Text: Each team will perform the pre-Ordeal Ceremony beginning with 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. No team is allowed to invest inside the competition circle. If a team wishes to invest, they may do so before their allotted time outside of the circle.
- b. 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 competition circle. If a team wishes to invest, they may do so before their allotted time outside of the circle. For the song the four principals and their candidates will circle up and pause for a moment and then continue with the rest of the closing.
- c. Ceremony teams will provide the necessary tokens and any additional props they wish to use. The Ceremony Events committee will provide markers to indicate the locations of the fire lay and the boundary of the circle. A “burden” will be provided for the Brotherhood ceremony. No other tokens, props or materials will be provided. Lodges are permitted to use whatever tokens, props, materials, or auxiliary team members (musicians, drummers, etc.) that they would use in an actual ceremony. Each lodge is expected to provide an appropriate number of mock candidates (2-4 is recommended).
- d. Each lodge is required to submit the names of its ceremony team members by Wednesday, April 15, 2020, to the Ceremony Events Coordinator by email. Any changes in the team roster may be communicated at check-in. The competition schedule will then be compiled and announced at the Friday night Ceremony Events meeting.
- e. The 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 Dixie

Fellowship, and published in the Saturday morning edition of Five Feathers.

- f. Each team will be ready at the assigned time, even if the competition is 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.
- g. 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.
- h. Following the presentation of awards on Sunday of Dixie Fellowship, scores and judging sheets will be available for pick up by the lodges.

D. Judges

- a. There will be at least seven (7) judges.
- b. Each competing lodge is asked to contribute one adult to the judging panel of each ceremony competition that they enter. Non-competing 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.
- c. 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.
- d. 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 Movements and Memorization on the evaluation sheet.
- e. 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 the Adviser to the Ceremony Events Coordinator may resolve the issue through disqualification of incongruous scoring.

E. Evaluation Criteria

The goal of the ceremony competition 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 given a score between one and ten in each of the following categories: Gestures, Clarity & Rate, Bearing, Expressiveness, Movements, and Memorization. These six (6) scores will be added together to determine the individual's overall score. No fractional scores (e.g. 4.5, 2 ½) will be accepted. Thus, the highest an individual can achieve on a single sheet is 60 points, and the lowest he can achieve on a single sheet is six (6) points.

A score between one (1) and ten (10) will be given for each of the following team categories: Teamwork, Preparation, Concentration, and Atmosphere. To determine a team's overall score, add the scores for the team categories together and multiply by two (2). Then add the overall score for each individual ceremonialist to the total. The highest score a team can achieve on a single sheet is 256 points, and the lowest score a team can achieve on a single sheet is 32.

F. Awards

The sheets with the highest and lowest overall scores for the team will not be counted. In the event of a tie for highest or lowest score, the sheet with the lowest sum of individual scores will be the one that is not counted. The sum of the overall team scores on each remaining evaluation sheet will be the team's score. The sum of each individual's overall scores on the remaining sheets will be each individual's score.

The top three teams will receive an award. The top three ceremonialists for each Principal in each ceremony will receive an award.

In the case of a tie between two or more teams in the top three, the scores will be normalized again, dropping the next-highest and next-lowest scores. This process will be repeated until one score is higher than the other.

Lodge: _____

Ceremony: _____

Lodge Judging the Ceremony: _____

Ceremony Team Evaluation Sheet

INDIVIDUAL CATEGORIES: Whole numbers between one (1) and ten (10) should be entered in each of the categories for each principal. They will be added to determine each principal's overall score. Please do NOT enter partial scores (e.g. 4.5 or 6 ½). Cannot leave the score sheet blank – you need to record a score for every area.

	Allawat Sakima	Meteu	Nutiket	Kichkinet
Gestures				
Clarity & Rate				
Bearing				
Expressiveness				
Movements				
Memorization				
Overall Score				

TEAM CATEGORIES: Circle the appropriate score for each category.

Preparation:	1	2	3	4	5	6	7	8	9	10
Concentration:	1	2	3	4	5	6	7	8	9	10
Teamwork:	1	2	3	4	5	6	7	8	9	10
Atmosphere:	1	2	3	4	5	6	7	8	9	10

Ceremony Events Staff use ONLY in below shaded area!

Sum of Team Category Scores: _____ x2 = _____
+ Sum of Indiv. Overall Scores = _____
OVERALL TEAM SCORE = _____

Judge Comments:

Individual Categories				
	1-2	3-5	6-8	9-10
Gestures	Gestures don't make sense or seem vague and noncommittal.	Has some good gestures. Some gestures need improvement.	Emphasizes important points. Gestures are clear and meaningful.	Every gesture reflects the meaning of the spoken words.
Clarity & Rate	Lines garbled or mumbled. Excessively fast or slow.	Clarity needs improvement. Lines are a little slow or fast.	Lines are clear and easily heard. Rate is coherent but could use variation.	Would be clear to 50 candidates. Rate varies appropriately but is always understood.
Bearing	Body language and facial expression are inappropriate for the principal being portrayed.	Body language and facial expression need improvement but are generally appropriate.	Bearing is consistent with principal and spoken words.	The principal's motivation and purpose is made clear through body language and facial expression.
Expressiveness	Little or no use of emphasis or variation in tone.	Appropriate emphasis and notable variation in tone.	The ceremonialist uses meaningful emphasis and tone to portray genuine emotion.	Superior emphasis and tone. Principal's voice engages each candidate individually.
Movements	Each principal begins with a score of 10. Subtract 3 for failure to accurately follow a stage direction. Subtract 5 for failure to accurately follow a movement diagram. Minimum score is 1.			
Memorization	Each principal begins with a score of 10. Subtract 1 for each word-level error. Subtract 2 for each sentence-level error. Subtract 4 for each paragraph-level error. Minimum score is 4 if able to quote most of the script from memory. Maximum score of 1 for any who are reading the script.			
Team Categories				
	1-2	3-5	6-8	9-10
Preparation	Ceremony feels haphazard, uncertain, or confusing.	Team is prepared, but there is obvious need for more practice.	Ceremony is polished and well-rehearsed.	Every aspect of ceremony is clearly intentional. Principals move and speak with deliberate purpose.
Concentration	Principals might seem distracted and may not be paying attention all the time.	Principals are focused most of the time, but there is much room for improvement.	All principals are focused on the task. When not speaking, they actively listen to one another.	Each principal is "in the moment." Nothing except an emergency would distract them from the ceremony.
Teamwork	Principals do not work well together. Perhaps they have not practiced, or do not know each other that well.	The team works together, but they have not quite figured each other out. More practice is needed.	Transitions are smooth, and principals work together near seamlessly.	Principals obviously regard each other as teammates and friends. Synergy is clearly evident.
Atmosphere	The ceremony is boring or bland. Not much thought has been put into the tone or significance.	Some effort is made to reflect scouting ideals and create an air of importance, but more work is needed.	The ceremony reflects the ideals of Scouting and the Order and creates a general air of importance.	The Admonition is evident in all aspects of the ceremony, and the principals create an atmosphere of utmost significance.

III. Ceremony Events

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B. Qualifications

Any team with the following qualifications may enter:

- h. All team members must be current, dues paid members of the BSA from the same lodge.
- i. Each participant must be under 21 years of age.
- j. Each team must be an active team performing ceremonies with the lodge. “All-star” or “competition-only” teams are not allowed.
- k. Each participant must be in American Indian style dress 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.
- l. The use of face paint, body paint, endangered animal parts, wigs, or any type of U.S. flag are 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.
- m. Appropriate undergarments shall be worn under costumes. Each participant must wear shorts for modesty. For safety reasons, appropriate footwear should be worn.

- n. Each lodge with a team in the competition 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 compete subject to an adequate number of judges.

C. Performance

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

- i. Pre-Ordeal Ceremony Text: Each team will perform the pre-Ordeal Ceremony beginning with 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. No team is allowed to invest inside the competition circle. If a team wishes to invest, they may do so before their allotted time outside of the circle.
- j. 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 competition circle. If a team wishes to invest, they may do so before their allotted time outside of the circle. For the song the four principals and their candidates will circle up and pause for a moment and then continue with the rest of the closing.
- k. Ceremony teams will provide the necessary tokens and any additional props they wish to use. The Ceremony Events committee will provide markers to indicate the locations of the fire lay and the boundary of the circle. A “burden” will be provided for the Brotherhood ceremony. No other tokens, props or materials will be provided. Lodges are permitted to use whatever tokens, props, materials, or auxiliary team members (musicians, drummers, etc.) that they would use in an actual ceremony. Each lodge is expected to provide an appropriate number of mock candidates (2-4 is recommended).
- l. Each lodge is required to submit the names of its ceremony team members by Wednesday, April 15, 2020, to the Ceremony Events Coordinator by email. Any changes in the team roster may be communicated at check-in. The competition schedule will then be compiled and announced at the Friday night Ceremony Events meeting.
- m. The order of evaluation 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 Dixie Fellowship, and published in the Saturday morning edition of Five Feathers.
- n. Each team will be ready at the assigned time, even if the competition is 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.
- o. 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.

- p. Following the presentation of awards on Sunday of Dixie Fellowship, scores and judging sheets will be available for pick up by the lodges.

D. Judges

- f. There will be at least seven (7) judges.
- g. Each evaluating lodge is asked to contribute one adult to the judging panel of each ceremony competition that they enter. Non-competing 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.
- h. 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.
- i. 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 Movements and Memorization on the evaluation sheet.
- j. 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 the Adviser to the Ceremony Events Coordinator may resolve the issue through disqualification of incongruous scoring.

	SKILL	Rating			
		Fair	Good	Excellent	Exemplary
Technical	Memorization	More than a few errors or obvious/inappropriate pauses.	Few and minor errors.	Nearly perfect per the ceremonial text.	Perfect per the ceremonial text.
	Movements	More than a few or noticeable errors.	Few and minor errors	Nearly perfect per the ceremonial text.	Perfect per the ceremonial text.
Physical	Bearing	Little to no candidate eye contact. Closed body language. Does not always give speaker unbroken attention.	More often than not: engages candidates & principals with eye contact and body language. Gives speaker unbroken attention.	Regularly engages candidates & principals with eye contact, body language, & facial expression. Gives speaker unbroken attention.	Masterfully engages candidates & principals with eye contact, body language, & facial expressions. Gives speaker unbroken attention.
	Gestures	Gestures are absent or meaningless or 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 crystallize understanding.
Verbal	Clarity	Incorrect pronunciation, or inadequate projection, or 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 crystallize understanding.
	Expression	No feeling; monotone; or 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 crystallize understanding.

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. **A ceremonialist rated *Fair* in any skill must be rated *Fair* overall regardless of the ratings in any other skills.**

- An overall *Good* rating requires 3+ skills rated *Good* or higher.
- An overall *Excellent* rating requires 4+ skills rated *Excellent* or higher, including BOTH Technical skills (Memorization; Movements). **If either Technical skill is *Good* then the overall rating is *Good*.**
- An overall *Exemplary* rating requires 4+ skills rated *Exemplary*, including BOTH Technical skills, and no skill rated less than *Excellent*. **If either Technical skill is *Excellent* then the overall rating is *Excellent*.**

Honor Team Criteria

- No team member may be rated *Fair*.
- No more than one team member may be rated *Good*.
- 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 four. "Minor" errors would not gain candidate notice.
- "Nearly perfect" means not more than two minor errors.
- Skill errors or deficiencies exceeding either the number or 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 principal, elangomat, nimat, or guide.

Movements: Applies to all directions specified by the ceremony's 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 principal such as:

- Walking or moving about the ceremony circle (rate, natural/unnatural)
- Physical stance, posture, and orientation (crossed arms is closed body language but arms not crossed is open; looking at speaker)
- Eye contact with candidates or speaking principal
- Facial expressions
- Interaction with candidates and other principals

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 principal but not by the candidate are harmful distractions not helpful gestures.)

Verbal

Clarity: "Technical speech," the mechanical aspects of speech, such as:

- Pronunciation: Are words spoken correctly & syllables fully pronounced?
- Projection: Can all present clearly hear the speaker?
- Rate: Can a candidate readily understand without losing attention?
- Phrasing: Are words grouped into logical ideas and presented in full sentences or obscured by choppy "lines?"

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)

Lodge:

ORDER OF THE ARROW

Ceremony: PO BH

Ceremony Evaluation

Worksheet and Notes

Honor Team: Yes No

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					

Metu: _____

Category	Skill	Ratings (per Ceremony Eval. Rubric)			
		Fair	Good	Excellent	Exemplary
Technical	Memorization				
	Movements				
Physical	Bearing				
	Gestures				
Verbal	Clarity				
	Expression				
Overall Rating					

Allowat Sakima: _____

Category	Skill	Ratings (per Ceremony Eval. Rubric)			
		Fair	Good	Excellent	Exemplary
Technical	Memorization				
	Movements				
Physical	Bearing				
	Gestures				
Verbal	Clarity				
	Expression				
Overall Rating					

Kichkinet: _____

Category	Skill	Ratings (per Ceremony Eval. Rubric)			
		Fair	Good	Excellent	Exemplary
Technical	Memorization				
	Movements				
Physical	Bearing				
	Gestures				
Verbal	Clarity				
	Expression				
Overall Rating					

IV. American Indian Events

Amer. Indian Events Coordinator: Alex Barton

Email: ia@sr5.org

Phone: * redacted *

Amer. Indian Events Adviser: James Barton

Email: quitnot71@gmail.com

Phone: (843) 557-7038

Contents:

- A. Historical Group Dance
- B. Team Sing Competition
- C. Parade of Braves Competition
- D. Individual Dance Competition
- E. Judges



Historical Group Dance

A. Historical Group Dance Teams

Historical Group dance teams shall be made up of four (4) or more members (at least three of whom must be dancers). 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 Order of the Arrow, and registered conference participants.

B. Acceptable Historical Group Dances

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 acceptable **ONLY** if written permission from the Tribal Council, society, clan or family of the specific tribe from which the dance comes grants permission. Note: **SUCH WRITTEN PERMISSION MUST BE INCLUDED IN THE BOUND PACKET REQUIRED FOR REGISTRATION.** Therefore, permission must be requested far enough in advance to meet the registration packet deadline. Without this permission the dance will not be allowed.
3. Tribal Councils have asked that The Boy Scouts of America refrain from performing the following dances (**THESE DANCES ARE NOT ACCEPTABLE FOR CONFERENCE COMPETITION.**) 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 true identity. The Ghost

Dance, The Pipe ceremony, The Pipe Dance, The Sun Dance, The Hopi Snake Dance, **Gourd Dance** and the Peyote Ritual.

4. Dances that are kept so secret that information on them is incomplete should be avoided. You must have accurate information.
5. Synchronized line dancing, as done at modern day powwows is NOT appropriate for Historical Group Dance competition.
6. At the request of several gourd dance societies and their members, Gourd Dancing will not be allowed in group dance competition after NOAC 2009.
7. TIME LIMIT is fifteen (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.
8. Teams are limited to a maximum of two (2) 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 Dance Clothes

1. No protected species parts allowed on any dance clothes. 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 clothes and should be removed prior to the conference. Flag motifs in quillwork and beadwork 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 campus policy regarding weapons. The following policy on weapons must be adhered to: Unauthorized firearms, weapons, ammunition, explosives, and other items that the Campus Police consider to be dangerous are prohibited on any university property. This policy includes activities such as introducing, possessing, using, buying or selling firearms. Even if you have a valid state permit to carry the firearm, you are not authorized to carry the firearm on university property. Only law enforcement officers and other who have prior approval from the campus Police Chief are authorized to carry a firearm on campus.

A. Historical Group Dance Registration Procedures

1. The team must submit ONE copy (1) copy of their required research material (defined in [E. Group Dance Judging Criteria - Section 2] **not later than** April 1st. following the instructions below.

1. Complete the Historical Group Dance Competition Research
2. Please enter your research in this file and the save your file as:
2020HGD_LODGE- ###.doc(x), where '###' is your lodge number.\
3. Send the research report in electronic portable document tile format (pdf) to:

OA.SR5.AIA@gmail.com

Late submission (not received by April 1st) will result in an automatic deduction of three (3) out of ten (10) possible points **from each judge**. Research submitted after April 15th, will result in an automatic deduction of six (6) of the possible ten (10) points from each judge.

2. The team's Chairman and/or Adviser must check in at the American Indian Activities by completing the onsite registration form and turning it at the Judges Meeting on Friday night.

American Indian Activities

Historical Group Dance Competition Research

Lodge Name and Council Number: _____

Dance Team Chairman: _____

Dance Team Advisor: _____

Contact Information(Email/Phone): _____

Although a formal academic style paper is no longer required for this competition, teams should complete the following questions in a narrative style with the express intent to let the judges know that appropriate research for your dance(s) has been done.

One word or one sentence responses are not adequate. The questions asked are intended as starting points in your narrative; feel free to elaborate and add pertinent information as needed. Remember: your goal is to give the judges as much information as possible.

The questionnaire is designed so that it can be divided between members of the team that way the printed research does not fall to only one individual. Each section can stand alone and will be read as such. No penalties will be given for differences in writing style. No word or page count will be done but a well-rounded, thought-out document will carry more weight than a hastily conceived, slapped together response to the questions. You may want to cite (including page numbers) specific publications, periodicals, web sites etc. from your bibliography to support your narrative.

In addition to the electronically submitted research file, ten (10) complete copies of your research material should be brought to Dixie to be available for judges on competition day. All research must be typewritten and properly formatted. Copies will be shared with all lodges at the end of the fellowship.

- a. Describe the dances you will be performing. Tell us the history of the dance(s): Tribe, time period, why it (they) were performed (if known) etc. Is the tribe indigenous to your area? (not a requirement) Are the dance(s) still being done today?

- b. What song(s) will you be using? What is the English translation, if known? Is the song(s) only used for this dance?

- c. Tell us how you “found” the dance(s) and who taught them to your team; your adviser, American Indian friend, Youtube, personal observation etc. Please note, no source will carry more weight than another, we are just interested in your source(s),

- d. Please describe any props you will be using if appropriate. Props are not required. Photos/drawings would be helpful. If no props are to be used simply state: NA

- e. Please describe the dance clothes you will be using. Are they specific to the dance? Who made yours? Are the clothes still being seen today?

- f. Tell us anything else you think would be helpful to us in judging your entry.

- g. Please include a bibliography of your sources for your research; i.e. books, publications, unpublished materials, interviews, personal correspondence, websites, etc.

E. Historical Group Dance Judging Criteria

Teams competing in Group Dance 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. Some areas have mandatory point deductions associated with failure to comply with stated guidelines, rules, etc. Each judge in the affected area will take 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 its performance. Relative ranking of the teams will be available the day after the competition is finished.

2. Authenticity

- a) The dance(s) must be historical group dance(s) of specific tribes - therefore - northern plains or pueblo are not appropriate because they are culture areas, not tribes. Inter-tribal is even less specific. The dance(s) and dance clothes should represent one particular tribe during a particular time in their history. The current and/or historic use of the dance(s) and their proper interpretation by the team will be considered.
- b) Group dancing is a coordinated effort. It is not a series of solo performances grouped under one title.
- c) Size of team- No preference is given to large or small teams therefore all teams will compete in one category. The judges look for quality of presentation and the selection of dance(s) suitable to the lodge dance team and the resources available to them.

3. Research

Although a formal academic style paper is no longer required, teams should complete the following questions in a narrative style with the express intent to let the judges know that appropriate research for your dance(s) has been done.

One word or one sentence responses are not adequate. The questions asked are intended as starting points in your narrative, feel free to elaborate and add pertinent information as needed. Remember: your goal is to give the judges as much information as possible.

The questionnaire is designed so that it can be divided between members of the team that way the printed research does not fall to only one individual. Each section can stand alone and will be read as such. No penalties will be given for differences in writing style. No word or page count will be done but a well-rounded, thought out document will carry more weight than a hastily conceived, slapped together response to the questions. You may want to cite (including page numbers) specific publications, periodicals, web sites etc. from your bibliography to support your narrative.

In addition to the electronically submitted research file, ten (10) complete copies of your research material should be brought to Dixie for judges on competition day. ALL RESEARCH MUST BE TYPE WRITTEN and PROPERLY FORMATTED..

Research Questions (a-h, must be entered into the template file as described above):

- a) Describe the dances you will be performing. Tell us the history of the dance(s): Tribe, time period, why it (they) were performed (if known) etc. Is the tribe indigenous to your area? (not a requirement). Are the dance(s) still being done today?
- b) What song(s) will you be using? What is the English translation, if known? Is the song(s) only used for this dance?
- c) Tell us how you “found” the dance(s) and who taught them to your team; your adviser, American Indian friend, Youtube, personal observation etc. Please note, no source will carry more weight than another, we are just interested in your source(s),
- d) Please describe any props you will be using if appropriate. Props are not required. Photos/drawings would be helpful. If no props are to be used simply state: NA
- e) Please describe the dance clothes you will be using. Are they specific to the dance? Who made yours Are the clothes still being seen today?
- f) Tell us anything else you think would be helpful to us in judging your entry.
- g) Please include a bibliography of your sources for your research; i.e. books, publications, unpublished materials, interviews, personal correspondence, websites, etc.
- h) Please include name, address, and phone number (e-mail if available) of a contact person representing the team.

NOTES:

1. Scanned pages from any published works are NOT acceptable. Due to a lack of audiovisual equipment, videotapes, video CDs, DVDs, and data discs are not usable.
2. As noted above in Registration Procedures D (section 1), late research submissions will result in mandatory point deductions.

1. American Indian Dance Clothes

Teams will be judged on the authenticity and completeness of the dance clothes. If a particular dance does not call for special dance clothes, teams will be judged on the quality and appropriateness of each participant's dance clothes. In the event of a team performing more than one dance, points will not be subtracted for using the same dance clothes for both dances, if from the same culture area.

2. Performance of Dance

Teams will be judged on the quality of the interpretation and presentation of their dance(s). Good use of allotted dance time will be considered. Teams will lose one (1) point for every minute or part thereof that they exceed their scheduled dance time from each judge. PLEASE NOTE: If a team chooses to use the same dance(s) or dance clothes at consecutive National Order of the Arrow Conferences, they can expect to have a more critical review from the judges. Specifically, the judges will look for additional research as well as improvements and refinements in dance clothes, dance, and presentation.

3. 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.

4. 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 will be allowed, but it will cost the group a mandatory deduction of three (3) points by each judge in this judging area.

5. *General Effect and Impression*

The general effect and impression of the overall presentation will also be evaluated. This somewhat subjective area will permit judges to evaluate the educational, entertainment and informational worth of the overall presentation.

F. Recognition and Awards

1. Awards will be given to the top three teams.
2. Special Awards for authenticity may be given if deemed appropriate.
3. Certificates will be awarded to each entering team.
4. The winning team will perform at the Conference Festival Powwow, not the show.

G. Important Notes

1. Group Dance Competition will be held during the Saturday Evening Show at Dixie Fellowship.
2. Any questions regarding the Historical Group Dance Competition should be addressed to the AIA Coordinator or Adviser.

Historical Group Dance Competition Scoresheet – Year _____

Lodge Name _____ Lodge # _____

Dance Name _____ Tribe _____

Authenticity
Research
Dance Clothes
Performance of Dance
Ability to Perform as a Team
Music
General Effect & Impression
Judges Names _____ Lodge _____

Authenticity	Research	Dance Clothes	Performance of Dance	Perform as a team	Music	General Effect Impression	Total

Historical Group Dance Research Evaluation – Year _____

Lodge Name _____ Lodge # _____

Dance Name _____ Tribe _____

A. Describe the dance you will be doing – History, time period, why?	
B. What song(s) are you using? Are English translations known?	
C. How did you “find” the dance and who taught them to your team?	
D. Props (if applicable)	
E. Dance Clothes – who made them? Used today? Are they specific to the dance?	
F. Additional Information	
G. Bibliography and sources for your research	
Judges Names	Lodge

Singing Competition

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 are provided.

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., Flag songs, Veterans songs, Sneak-up, 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., Flag songs, Veterans songs, Trot songs, Snake and Buffalo). The other song can be a Southern Plains inter-tribal powwow song. Family songs should be avoided as well as songs of a religious nature, such as Sun Dance, Native American Church or Peyote songs.
3. Drums that sing northern-style songs in the southern competition, or vice versa, will receive a 5 point deduction from each judge.
4. Northern singing is a high falsetto voice with the honor beats in the melody of the song, normally in the second chorus.
5. Southern singing is a more nasal tone with the honor beats between the first and second chorus.
6. A list of two primary songs and four alternate songs may be submitted with proper documentation.
7. **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.

RULES CONCERNING ATTIRE

1. Northern Drums 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 Drums 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. Participants may sing in dance clothes.

REGISTRATION PROCEDURES

1. The team must submit one copy of their required research material (defined below) by April 1st. Late submissions will result in an automatic deduction of 5 points per judge. Send the research report in electronic portable document tile format (pdf) to: OA.SR5.AIA@gmail.com
2. Singing Competitions will be held Saturday Afternoon of Dixie before Individual Dance Competition.

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 copies of the team's research material should be brought to the competition. **All research must be typewritten and PROPERLT 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]

RECOGNITION AND AWARDS

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

Arts and Crafts Competition and Exhibition

Rules and Guidelines

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 craftspersons 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 craftspersons who have excelled in this realm.

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

Guidelines

1. All youth and adults participating in the Dixie Fellowship and Crafts Competition and Exhibition must be registered participants of the Dixie Fellowship and BSA. No day visitors will be permitted to participate.

2. All participants will obtain the Arts and Crafts Competition and Exhibition packet and complete all of the forms contained therein. Some forms will need to be turned in prior to the Arts and Crafts competition. Registration numbers inside the packet must be placed on display with the items. Several of the forms will be collected and used in the tabulation process to assist in determining Competition winners.

3. 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”.

Display space should not exceed 72” x 30” (or standard blanket). Participants should come prepared to cover the display area.

4. Exhibitors are responsible for the safety and security of their displayed items. Please be present at your exhibit at all times or have a designee. 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.

**Arts and Crafts Competition and Exhibition
Registration**

Name: _____

Address: _____

Phone (home, cell): _____

Email: _____

Age on Friday of Dixie Fellowship: _____

Brief List of Items: A) _____

B) _____

C) _____

D) _____

E) _____

**Please have this form with you, completed and ready to submit at your exhibit
Saturday Morning of Dixie.**

Assigned competition # _____

Name: _____

Assigned competition # _____

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.

List of Items: A) _____

B) _____

C) _____

D) _____

E) _____

Please have this form with you, completed and ready to submit at your exhibit space Saturday morning of the Dixie Fellowship. Please place identifying cards to correspond with appropriate items in your display.

Individual Dance Competition

Any number of Contestants from each lodge may participate in the Individual Dance Competitions. All contestants must check-in and receive their number at the MC Table at the Dance Competition at Dixie.

Guidelines

1. There are ten (10) categories of Individual Indian Dance competition:
 - a) **Mens – Chicken Dance**
 - b) **Mens - Contemporary Northern Traditional**
 - c) **Mens – Fancy**
 - d) **Mens – Grass Dance**
 - e) **Mens - Old Time Sioux**
 - f) **Mens - Straight**
 - g) **Womens – Fancy Shawl**
 - h) **Womens – Jingle Dress**
 - i) **Womens – Northern Traditional**
 - j) **Womens – Southern 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. Dancers may not compete in the finals in more than one category.
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 as to 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. 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.

Please Note:

All dancers are encouraged to participate in the coaching of their American Indian clothes. This will take place Saturday Afternoon prior to Individual Dance Competitions. There will be no competition for individual skill dancers. (Hoop, horsetail, etc.)

Acceptable: Round bustle with little color or un-coordinated colors.

Inappropriate: No bustle, poorly made bustle, traditional style bustle, missing items or poor materials.

Item 4: ARMS Cuffs; Armbands (10) _____

Superior: Beaded as part of a set decorated with fluffs or ribbon hanging from armbands. Cuffs worn at the wrist with appropriate design elements as to coordinate with the overall theme of the dance clothes. Beadwork and/or quillwork on armbands and cuffs. Silver or well-made brass armbands are acceptable.

Acceptable: Armbands plain, cuffs are plain or mismatched in overall theme of dance clothes.

Inappropriate: No armbands or cuffs; missing items

Item 5: HANDS Fan; Mirror Board; Dance Hoop; Dance Stick; Other (10) _____

Superior: Fan- wing, flat or loose; mirror board; beaded or decorated dance stick or dance hoop - can be leather, fur or sweetgrass wrapped; items decorated in an appropriate way. All must fit with the overall look of the dance clothes.

Acceptable: Undecorated items, only one hand item.

Inappropriate: No hand articles; objects considered to be from other styles; missing items.

Item 6: MID-BODY Aprons; Belt; Optional Side Tabs (10) _____

Superior: Aprons, of adequate length and width to cover mid body, with coordinated colored designs in fabric applique, sequins, or beaded, edged in chainette fringe or ribbon. Belt, beaded or other decoration (Concho, tack), coordinated colors. Side tabs (optional) adequately covering space between front and back aprons,

Acceptable: Un-decorated aprons and plain belt.

Inappropriate: No aprons; no belt; no fringe on aprons edges; missing items.

Item 7: LEGS & FEET Goats; Bells; Knee Bands; Plains Hard-sole Moccasins (10) _____

Superior: Angora “goats” or other appropriate animal, appropriate length, worn correctly. (Goats maybe dyed to match overall theme of dance clothes. Colors must be appropriate to overall look.) Other ankle coverings could include dyed strung feathers, although not necessary. Leg and ankle bells, sleigh or any variation of bells, fastened neatly, worn at both sides and at ankle. Ankle bells do not interfere with goats, properly attached. Knee bands, beaded, quilled, or other material. Fully or partly beaded or quilled Plains hard-sole moccasins, colors coordinated with dance clothes.

Acceptable: Goats of questionable length or size, gaps in the back, dirty. Undecorated leather moccasins or colored water shoes, canvas deck shoes painted or partially beaded. Bells loosely attached, wrong size or the wrong quantity for dancing.

Inappropriate: No goats, bells, or moccasins; leggings; tennis shoes; leather soft-sole moccasins; missing items.

Item 8: OVERALL

Scale: 1-5 Good start, room for improvement; 6-10 Solid basic dance clothes, lacking some items; 11- 15 Excellent; 16-20 Superior

Does the set look complete? Do the dance clothes have the right “look”? (20) _____

Are they consistent the current styles?

FINAL SCORE (90)

Ribbon Scale: **White 1-24** **Red 25-49** **Blue 50-73** **Gold 74-90**

A note about DANCE CLOTHES:

The most important thing about a set of modern Chicken Dance dance clothes is the overall look. Dance clothes are meant to be danced in, not to be judged in a still position. The components of your dance clothes should move well when you dance and work to enhance your dancing style. For this reason, materials, size, shape, and placement of the individual dance clothes components listed above must be in order. When specific materials are called for - such as beadwork - an adequate substitution of cloth, fabric applique, sequins, painted material can be used. However, proper colors, designs, and proportions must be in place for the article to get maximum points and for your dance clothes to have maximum visual impact.

This outline is not just a “scoring sheet”; it is a resource for you to constantly improve your dance clothes to be the best they can be. When you look at the individual scores of the various headings as well as the overall score, think of what you can do to improve each item, even if just by just a couple of points. Our goal is to help you to elevate your dance clothes to a higher level. By continually improving your dance clothes, your presentation on the dance floor will improve as well.

A note to DANCERS:

This outline is designed to summarize what a Chicken Dancer would wear at a contemporary powwow. It represents the norm as defined by modern dancers in the Northern Plains and across the country.

Be aware that although a printed or recorded work may have been relevant at the time of its making, Chicken Dance is an ever-changing dance style and these works can sometimes become outdated within a short period of time. If possible, attend powwows and notice the subtle trends being added to Chicken Dance dance clothes of today. If you live in an area where it is difficult to attend powwows, you can use resources such as

www.youtube.com , www.gatheringofnations.com , www.powwows.com

to view photos and video footage of powwow dancers. Please be respectful of other’s dance clothes. Model your dance clothes after contemporary dancers, but do not copy a specific set of clothes verbatim.

While Chicken Dance dance clothes of the past have their place in history, some of the components may not appropriate for contemporary dance styles. Stay current and up-to-date on your dance clothes’ style.

AIA DANCE CLOTHES COACHING OUTLINE
CONTEMPORARY TRADITIONAL

DANCER: _____ **CONTEST #** _____ **Lodge #** _____

COACH: _____

MAXIMUM SCORE: 110 Points

Scale (Items 1-9): 0 = Missing or Inappropriate Item; 1-3 = Acceptable; 4-6 = Good;
7-9 = Excellent; 10 = Superior

STANDARD ITEMS

SCORE

Item 1: HEAD Roach; Visor; Roach Feathers; Spreader, (10) _____

“Wapegnaka” (Bull’s Tail); Mandan-style Feather Headdress

Superior: Northern style porcupine/deer tail hair roach, well made and correctly worn. No set length, but fits the dancer’s body. Spreader of German silver, bone or rawhide, fully/partially beaded, with two sockets and two imitation eagle tail feathers properly attached. Lane-stitch beaded or quilled “Wapegnaka” (Bull’s Tail) to match the rest of the beadwork. May include scalp feathers, quilled wheels, etc. A roach pin is usually worn with a large cluster of feather/plumes attached to the outer end. Other possibilities: beaded headband with 1 or 3 beaded or quilled rosettes to coordinate with other beadwork; feather visors made of imitation eagle feathers; small round/mess bustle worn either in the tail of the roach or around the neck; beaded roach crown that matches the rest of the beadwork in design and style; Mandan style headdress.

Acceptable: Northern-style hair roach of poor construction or fiber imitation; a roach excessive in length. Undecorated leather spreader; ribbon, or other decoration in lieu of “Bull’s Tail”. Poor quality or missing roach feather; poorly constructed feather visors; poorly constructed Mandan-style headdress (“Dog Soldier Headdress”); etc.

Inappropriate: a “feather” roach; animal skin headdress; missing items.

Item 2: NECK Choker (Bone or Beaded), Scarf & Slide; Beaded Necktie; Necklaces(10) _____

Superior: Properly constructed hair pipe, bone tube, dentalium choker with harness leather or bone spacers, or beaded choker that matches the rest of the beadwork in design and style. Appropriately sized metal backed mirror or disc conch shell in the center may be used. No penalties for plastic vs. bone.

Beads may be any sort of glass or plastic bead that matches rest of dance clothes’ colors and design. Fabric scarf and a scarf slide may be of German silver or beaded to match rest of beadwork. Beaded neckties matching the rest of the beadwork. If fringe is added it needs to match all other fringe.

Acceptable: Poor construction or poorly matching/coordinating with the rest of dance clothes
Inappropriate: Scout neckerchiefs; missing items.

Item 3: CHEST AREA Shirt; Vest; Otter; Breastplate; Bandoliers; Cape (10) _____

Superior: Shirts are satin or cotton and can be a solid color with an elaborate fabric applique design down the sleeves and over the shoulder or a colored print with simple ribbon decoration; long-johns dyed in a bright color to match over all outfit. Fully or partially (front panels) beaded vests must be done with colors, designs, and beading technique which matches the rest of the dance clothes' beadwork.

Bone Breastplate with two or three sections of 4-inch pipes, or two sections of 4-inch pipes separated by a section of 1-2 inch pipes or appropriate beads. Harness leather spacers with appropriate bead embellishments decorated with beaded or quilled rosettes or pendants, ribbons, hawk bells, etc.

Bandoliers made of bones and beads (see Item 2 for bead standards), or of "junk" or deer toe/dew claw dangles. Loop style or bone and bead necklaces that match the rest of the dance clothes. Otter "breastplate" with metal-backed mirrors, quilled wheels, ribbons, and/or quilled or beaded rosettes or pendants that match the rest of the beadwork. Quilled Breastplate made with real quills - extra sweet!

Fully or partially beaded cape that matches rest of beadwork set. Cape is fringed with leather or ribbon that matches the rest of dance clothes.

Acceptable: Lower quality, but properly made examples of all the things listed above; beadwork which doesn't match the rest of the dance clothes.

Inappropriate: Bare chest; missing items.

Item 4: ARMS Cuffs; Armbands (10) _____

Superior: Fully beaded or quilled cuffs of colors, designs, and technique which match the rest of the dance clothes. Cuffs fringed with leather or ribbon fringe which matches all other fringe. Armbands - fully beaded, German silver/brass, or caribou or deer lower leg (with toes) arm bands decorated with beadwork, quillwork, brass tacks or mirrors. Quilled armbands made with real quills that match or coordinate with rest of the dance clothes are a sweet touch.

Acceptable: Armbands are not mandatory, especially with elaborately decorated shirt sleeves; lower quality beadwork which is still correct for designs, colors, and technique, but incongruent with the rest of the clothes; low quality materials.

Inappropriate: Items completely out of the 'norm'; missing items.

Item 5: HANDS - Wing or Northern Style Flat Fan; Dance Stick; Shield; etc. (10) _____

Superior: Appropriately sized wing or Northern style flat fan (Canada goose or turkey for instance). Dance hoop wrapped in otter fur with feather dangles, ribbon, or ermine. Dance stick, cane, mirror board, gunstock war club. Dance sticks are decorated with beadwork of proper

colors, designs, and technique (gourd/peyote stitched or bead wrap) that matches rest of beadwork. Appropriately decorated rawhide shields. Properly constructed pipe bags which work well with the rest of the dance clothes.

Acceptable: Poor quality fan or poor quality construction on dance sticks, etc.

Inappropriate: Improper fans (small Straight Dance style fans); improperly constructed pipe bags; missing items; pipes; calumets; sabers; rifles.

Item 6: MID-BODY Aprons; Side Tabs; Belt; Sash; etc. (10) _____

Superior: Aprons are fully/partially beaded or partially quilled and match the rest of the beadwork. Beautiful fabrics decorated with fabric applique designs, ribbons, metal sequins, ribbon or leather fringe which works well with the rest of dance clothes. Fully beaded side tabs that match in design and color with leather or ribbon fringe that matches. Length of aprons and side tabs is personal preference, but should match each other. Belt can be fully/partially beaded, concho or tack belt. Assumption sashes of appropriate color (not as common among contemporary dancers). Beadwork matches rest of beadwork. Acceptable: Fabric without decorations; beadwork that doesn't match the rest of the dance clothes.

Inappropriate: Undecorated aprons; finger woven Straight Dance sashes; missing items.

Item 7: LEGS Leggings; Knee Bands; Tights; Fur Anklets; Bells (10) _____

Superior: Leather or fabric leggings decorated with beadwork designs or painted or fabric applique designs which complement the set of clothes. Beaded knee bands that match the rest of the dance clothes - fringed with leather or ribbon which matches the rest of the dance clothes. Quilled knee bands are rare, but appropriate. Leather or ribbon fringe is attached and matches all other fringe. Solid color athletic socks are worn with or without stripes. Dyed long-johns to match top and overall outfit.

Appropriate colored compression pants (tights - usually black) can be worn. Large brass or nickel plated bells (ca. 1" Dia-1 1/2" dia.) or sheep bells, or deer toes mounted on harness leather and worn in straps at ankles, leg bells extending from the waist to the ankle can be worn, as appropriate. Ankle fur can be dyed a color that matches the rest of dance clothes. Anklets are not mandatory if wearing leggings.

Acceptable: Undecorated leggings. Knee bands with no beadwork or doesn't match rest of beadwork. Good quality fake fur representing correct species.

Inappropriate: Knee high angora hides like that of a Fancy Dancer; missing items.

Item 8: BUSTLE (10) _____

Superior: Properly sized and constructed U-shaped bustle. Can be one or two rows. Decorated with fluffs, hackle tips, angora, spots and/or horsehair. It is made of imitation eagle feathers (hand painted, dyed, goose, hybrid turkey). Two upright spikes can be decorated with hawk bells, quilled strips, and/or fluffs. The bustle will include properly sized trailers of fabric that matches the rest of the dance clothes. Decorations of feathers, beadwork, fabric applique, ribbon,

metal sequins etc. Centerpieces made of beaded/quilled rosettes, mirrors, feather clusters. Old-style mess bustles with modern colors can be worn (not as common among contemporary dancers).

Acceptable: Poor quality construction or materials. Inappropriate: Hackle bustles, butterfly bustles.

Item 9: FEET Plains Hard-sole Moccasins, fully or partially beaded/quilled. (10) _____

Superior: Properly designed and constructed two-piece, hard-sole Northern Plains moccasins. Fully or partially beaded/quilled, with proper colors, designs, and techniques. Matches rest of the dance clothes. Acceptable: Properly designed and constructed two-piece, hard-sole Northern Plains moccasins, undecorated. Or lower quality quill and beadwork.

Inappropriate: Barefoot; tennis shoes; sandals; water socks; etc.

Item 10: OVERALL

Scale: 1-5 Good start, room for improvement; 6-10 Solid basic dance clothes, lacking some items; 11-15 Excellent; 16-20 Superior

Does the set look complete? Do the dance clothes have the right “look”? (20) _____

Are they consistent the current styles?

FINAL SCORE (110)

Ribbon Scale: **White 1-30 Red 31-60 Blue 61-90 Gold 91-110**

A note about DANCE CLOTHES:

The most important thing about a set of modern Contemporary Traditional dance clothes is the overall look. Dance clothes are meant to be danced in, not to be judged in a still position. The components of your dance clothes should move well when you dance and work to enhance your dancing style. For this reason, materials, size, shape, and placement of the individual dance clothes components listed above must be in order. When specific materials are called for—such as beadwork—an adequate substitution of cloth, fabric applique, sequins, painted material can be used. However, proper colors, designs, and proportions must be in place for the article to get maximum points and for your dance clothes to have maximum visual impact.

This outline is not just a “scoring sheet”; it is a resource for you to constantly improve your dance clothes to be the best they can be. When you look at the individual scores of the various headings as well as the overall score, think of what you can do to improve each item, even if just by just a couple of points. Our goal is to help you to elevate your dance clothes to a higher level. By continually improving your dance clothes, your presentation on the dance floor will improve as well.

A Note to DANCERS:

This outline is designed to summarize what a male Contemporary Traditional dancer wears at a modern day powwow. It represents the research done by the use of photos and personal experiences at powwows.

It also relied on two written works for “Lakota” style dance clothes:

1. The Northern Traditional Dancer by C. Scott Evans, Crazy Crow Trading Post, 1990. Revised 1998.
2. The Contemporary ‘Traditional Style’ of the Lakota by Ronnie Theisz, February 13, 1974.

Beyond these two references we have relied on many other reference materials to cover the description of Contemporary Traditional dance clothes other than Lakota. Numerous books are now available with photos of Contemporary Traditional Dancers. Publications such as Whispering Wind magazine also provide excellent information.

Be aware that although a printed or recorded work may have been relevant at the time of its making, Contemporary Traditional is an ever-changing dance style and these works can sometimes become outdated within a short period of time. If possible, attend powwows and notice the subtle trends being added to Contemporary Traditional dance clothes of today. If you live in an area where it is difficult to attend powwows, you can use resources such as:

www.youtube.com , www.gatheringofnations.com , www.powwows.com

to view photos and video footage of powwow dancers. Please be respectful of other’s dance clothes. Model your dance clothes after contemporary dancers, but do not copy a specific set of clothes verbatim.

The concepts in this outline represent the norm with a broad distribution. If a Scout-dancer can document items that fall outside this range, he will receive the appropriate amount of points. It should be said, though, that documentation can be a difficult task and needs to be carefully done. Photos are an excellent first step, but one needs to exercise careful judgment when using photos because many designs and colors have family histories. The combination of photos, authoritative articles, and attending modern day powwows will serve the Scout-dancer well.

AIA DANCE CLOTHES COACHING OUTLINE

FANCY DANCE

DANCER: _____ **CONTEST #** _____ **Lodge #** _____

COACH: _____

MAXIMUM SCORE: 90 Points

Scale (Items 1-7): 0 = Missing or Inappropriate Item; 1-3 = Acceptable; 4-6 = Good; 7-9 = Excellent; 10 = Superior

STANDARD ITEMS

SCORE

Item 1: HEAD Roach; Roach Feathers; Rocker Spreader or Spinners; (10) _____

Scalp Feathers; Roach Crown; Headband

Superior: Roach—well made, worn correctly, appropriate flare, length should not conflict with neck bustle, colors coordinated with dance clothes, with rocker or spinner spreader and 2 roach feathers (can be decorated), optional scalp feather or roach crown can be worn. Porcupine hair roaches are preferred. Headband, beaded or other decoration method, colors should coordinate with the dance clothes. Forehead rosette and side drops preferred.

Acceptable: Fiber roach; roach colors discordant with rest of clothes; inadequate length, poorly constructed or worn out roach. Contemporary feather crests if coordinated with the style of the dance clothes.

Inappropriate: Un-coordinated feather crests, bandannas, no roach, war bonnets, animal skin headgear, missing or single feather spreaders, feather visors, missing items.

Item 2: CHEST AREA Cape; Shirt; Vest; Scarf; Necklace; Harness (10) _____

Superior: Cape with coordinated colored designs in fabric applique, sequins, or beaded, ribbon fringe, 8-14” in length, adequate length and width to cover upper body; colored neck scarf or necklace; Beaded harness, coordinated colors with dance clothes, adequate length.

Contemporary vest and/or ribbon shirt if coordinated with the dance clothes.

Acceptable: Items that do not coordinate well with the dance clothes; inappropriate length of cape, fringe, or harness; ribbon shirt with no cape or vest; simple or undecorated items.

Inappropriate: No fringe; yarn fringe; breastplate, bandoliers; OA sash; missing items.

Item 3: BUSTLES Neck Bustle; Back Bustle (10) _____

Superior: Matching neck and back bustle, hackle or swing type. 2-3 tip color hackles, full hackle coverage, streamers of lightweight material, coordinated colors, adequate size and cup (not flat), quill shaft decoration, center rosette, properly worn—neck bustle should be high coming well above shoulders, back bustle should be tied to waist and not conflict with neck bustle.

Acceptable: Smaller bustles, thinner hackle coverage, un-coordinated colors, no streamers on back bustles.

Inappropriate: No bustles (back and/or neck,), poorly made bustles as to not hold up during dancing, traditional style bustle, missing items.

Item 4: ARMS Cuffs; Arm Bustles; Armbands (10) _____

Superior: Fully beaded cuffs of colors, designs, and technique which match the rest of the dance clothes. Cuffs fringed with leather or ribbon fringe which matches all other fringe. Arm Bustles - hackles, coordinated colors with back and neck bustle, center rosette, attached to Armbands.

Armbands - fully beaded; tooled leather decorated with ribbon, beadwork, or mirrors.

Acceptable: Fabric cuffs and armbands; smaller arm bustles, thin hackle coverage, uncoordinated colors; no arm bands on arm bustles just tied with scarves underneath. Inappropriate: No cuffs, armbands or arm bustles

Item 5: HANDS Whip Sticks; Fan; Mirror Board; Scarves (10) _____

Superior: Whip sticks, beaded or other decoration with coordinated colors possessing streamers, feathers, or scarves at tips with adequate mobility. Optional fan or mirror board can be used with, or in place of, whip sticks, must fit with the overall look of the dance clothes.

Acceptable: Undecorated whip sticks, poor movement of attachments, un-coordinated colors.

Inappropriate: No hand articles. Northern Traditional style dance sticks, hoops.

Item 6: MID-BODY Aprons; Belt; Side Tabs (10) _____

Superior: Aprons with coordinated colored designs in fabric applique, sequins, or beaded, ribbon fringe, 8-14" in length, adequate length and width to cover mid body. Belt, beaded or other decoration, coordinated colors. Side tabs, beaded or imitation, cloth, fringed, coordinated colors, adequately covers space between front and back aprons.

Acceptable: Un-decorated aprons, scarves for side tabs, plain belt.

Inappropriate: No aprons; no belt or side tabs; breechcloths, no fringe on aprons; missing items.

Item 7: LEGS & FEET Goats; Bells; Knee Bands; Plains Hard-sole Moccasins (10) _____

Superior: "Goats" angora or other long-haired animal, appropriate length, worn correctly. Bells, sheep bells, below knee or at ankle, do not interfere with goats, properly attached. Knee Bands; beaded, cloth, other material or colored scarves. Fully or partly beaded Plains hard-sole Moccasins, colors coordinated with dance clothes.

Acceptable: Goats of questionable length or size; undecorated moccasins or colored water shoes.

Inappropriate: No goats, bells, or moccasins; Leggings; jingle bells; tennis shoes; leather soft-sole moccasins; missing items.

Item 8: OVERALL

Scale: 1-5 Good start, room for improvement; 6-10 Solid basic dance clothes, lacking some items; 11- 15 Excellent; 16-20 Superior

Does the set look complete? Do the dance clothes have the right “look”? (20) _____

Are they consistent the current styles? Is the movement of the components appropriate?

FINAL SCORE (90)

Ribbon Scale: White 1-24 Red 25-49 Blue 50-73 Gold 74-90

A note about DANCE CLOTHES:

The most important thing about a set of modern Fancy Dance dance clothes is the overall look. Dance clothes are meant to be danced in, not to be judged in a still position. The components of your dance clothes should move well when you dance and work to enhance your dancing style. For this reason, materials, size, shape, and placement of the individual dance clothes components listed above must be in order. When specific materials are called for—such as beadwork—an adequate substitution of cloth, fabric applique, sequins, painted material can be used. However, proper colors, designs, and proportions must be in place for the article to get maximum points and for your dance clothes to have maximum visual impact.

This outline is not just a “scoring sheet”; it is a resource for you to constantly improve your dance clothes to be the best they can be. When you look at the individual scores of the various headings as well as the overall score, think of what you can do to improve each item, even if just by just a couple of points. Our goal is to help you to elevate your dance clothes to a higher level. By continually improving your dance clothes, your presentation on the dance floor will improve as well.

A note to DANCERS:

This outline is designed to summarize what a Fancy Feather dancer would wear at a contemporary powwow. It represents the norm as defined by modern dancers in Oklahoma, the northern plains, and across the country. Some relevant works on the subject of Fancy Feather Dancing dance clothes include:

- (1) “The Modern Fancy Dancer” by C. Scott Evans and J. Rex Reddick, Book Publishing Co., 1998.
- (2) “Fancy Dance” DVD/VHS video, Full Circle Communications.
- (3) “Powwow Trail, Episode 6-Fancy Dance.” DVD, Powwow Trails video series.

Be aware that although a printed or recorded work may have been relevant at the time of its making, Fancy Dance is an ever-changing dance style and these works can sometimes become outdated within a short period of time. If possible, attend powwows and notice the subtle trends

being added to Fancy Dance dance clothes of today. If you live in an area where it is difficult to attend powwows, you can use resources such as

www.youtube.com , www.gatheringofnations.com , www.powwows.com

to view photos and video footage of powwow dancers. Please be respectful of other's dance clothes. Model your dance clothes after contemporary dancers, but do not copy a specific set of clothes verbatim.

The history of the Fancy Dance is one of the most fascinating and well documented of all the men's dance styles. While Fancy Dance dance clothes of the past have their place in history, many of the components are not appropriate for contemporary dance styles. Stay current and up-to-date on your dance clothes style

Inappropriate: Improper colors, designs or construction techniques; etc.; missing items; fake beadwork.

Item 5: HANDS Fan; Hoop; Mirror Board; etc. (10) _____

Superior: Fan- wing, flat or loose; mirror board; beaded or decorated dance stick or dance hoop - can be leather, fur or sweetgrass wrapped; items decorated in an appropriate way.

Acceptable: Lower quality wing fan, scarves Inappropriate: Items not typically seen in use on the Plains.

Item 6: LOWER TORSO Aprons; Side Tabs; and Pants (10) _____

Superior: Aprons made out flashy fabrics with bead work or fabric applique work. Apron has ribbon or yarn hanging down 10-14 inches in length. Front and back of aprons are decorated. Matching side tabs are fully beaded (lazy stitch) or fabric applique work, with ribbon or yarn hanging down 10-14 inches in length. Pants are made of satin/silk material with ribbon or yarn hanging down from the knees 10-14 inches.

Acceptable: Apron and pants without decoration. Lower quality beadwork or fabric applique that is still correct for designs, colors, and technique.

Inappropriate: Inappropriate designs, materials, or construction; aprons or pants without ribbon or yarn; sweatpants; jeans; missing items.

Item 7: FRONT ASSESORY “H”-Harness; Loop Necklace (10) _____

Superior: Fully beaded or fabric applique “H”-Harness with proper colors, designs, and technique meet the standard. The harnesses of various lengths are seen.

Acceptable: Lower quality beadwork or fabric applique that is still correct for designs, colors, and technique. Cross stitch canvas (plastic) with woven yarn to form beaded designs.

Inappropriate: Improper colors, designs or construction techniques, fake beadwork.

Item 8: FRONT ASSESORY Belt; etc. (10) _____

Superior: Belt- fully beaded with proper colors, designs, and technique.

Acceptable: Lower quality beadwork or fabric applique that is still correct for designs, colors, and technique. Cross-stitch canvas with woven yarn to form beaded designs.

Inappropriate: Improper colors, designs or construction techniques; missing items; fake plastic beadwork.

Item 9: FEET Plains Hard-sole Moccasins; Anklets; Bells (10) _____

Superior: Properly designed and constructed two-piece, hard sole northern-style moccasins. Fully or partially beaded with proper colors, designs, and techniques meet the standard. Fur anklets are worn just above the ankle. Bells are either large sleigh or sheep bells that are properly attached and worn above the ankle. Bells are worn over the angora anklets.

Acceptable: Properly designed and constructed two-piece undecorated hard sole moccasins.
Properly designed and constructed two-piece hard sole moccasins with lower quality beadwork.

Inappropriate: Bare feet and improper footwear such as slipper-type moccasins, missing items.

Item 10: OVERALL

Scale: 1-5 Good start, room for improvement; 6-10 Solid basic dance clothes, lacking some items; 11-15 Excellent; 16-20 Superior

Does the set look complete? Do the dance clothes have the right “look”? (20) _____

Are they consistent the current styles?

FINAL SCORE (110)

Ribbon Scale: White 1-30 Red 31-60 Blue 61-90 Gold 91-110

A note about DANCE CLOTHES:

The most important thing about a set of modern Grass Dance dance clothes is the overall look. Dance clothes are meant to be danced in, not to be judged in a still position. The components of your dance clothes should move well when you dance and work to enhance your dancing style. For this reason, materials, size, shape, and placement of the individual dance clothes components listed above must be in order. When specific materials are called for—such as beadwork—an adequate substitution of cloth, fabric applique, sequins, painted material can be used. However, proper colors, designs, and proportions must be in place for the article to get maximum points and for your dance clothes to have maximum visual impact.

This outline is not just a “scoring sheet”; it is a resource for you to constantly improve your dance clothes to be the best they can be. When you look at the individual scores of the various headings as well as the overall score, think of what you can do to improve each item, even if just by just a couple of points. Our goal is to help you to elevate your dance clothes to a higher level. By continually improving your dance clothes, your presentation on the dance floor will improve as well.

A Note to DANCERS:

This outline is designed to summarize what a male modern Grass Dancer should wear on the dance floor.

Numerous books are now available with photos of the many items used by modern Grass Dancers. Publications such as Whispering Wind magazine also provide excellent information.

Be aware that although a printed or recorded work may have been relevant at the time of its making, Grass Dance is an ever-changing dance style and these works can sometimes become outdated within a short period of time. If possible, attend powwows and notice the subtle trends

being added to Grass Dance dance clothes of today. If you live in an area where it is difficult to attend powwows, you can use resources such as:

www.youtube.com , www.gatheringofnations.com , www.powwows.com

to view photos and video footage of powwow dancers. Please be respectful of other's dance clothes. Model your dance clothes after contemporary dancers, but do not copy a specific set of clothes verbatim.

While Grass Dance dance clothes of the past have their place in history, some of the components may not appropriate for contemporary dance styles. Stay current and up-to-date on your dance clothes' style.

AIA DANCE CLOTHES COACHING OUTLINE

OLD TIME SIOUX

DANCER: _____ **CONTEST #** _____ **Lodge #** _____

COACH: _____

MAXIMUM SCORE: 110 Points

Scale (Items 1-9): 0 = Missing or Inappropriate Item; 1-3 = Acceptable; 4-6 = Good;
7-9 = Excellent; 10 = Superior

STANDARD ITEMS SCORE

Item 1: HEAD Roach; Roach Feathers; Spreader; “Wapegnaka” (Bull-tail); or (10) _____
other period-appropriate headdress

Superior: The standard is a northern style porcupine/deer tail hair roach, well made and correctly worn (usually less than 14 inches in length). The roach will include a bone or rawhide spreader with bone/wooden sockets and one or two imitation golden eagle tail feathers properly attached. Scalp feathers, quilled wheels, etc., may be worn. A roach pin may be worn; it should of the shorter, older style; 5” and longer modern style roach pins do not meet the standard. A lazy stitched or quilled “wapegnaka” with proper colors and designs may we worn with the roach or it may be worn with imitation eagle feathers as an alternative to the roach. A war bonnet may be worn if the rest of the outfit matches; i.e., war bonnets were usually worn by older men with more elaborate outfits.

Acceptable: A fiber roach may be worn.

Inappropriate: Top hats, bowlers, porkpie hats, Civil War hats, bandanas, fur turbans, nonvintage roaches, granny glasses, sunglasses, northern traditional visors, German silver roach spreaders, etc. do not meet the standard.

Item 2: NECK Choker; Peace Medal; Necklace; Neck Bustle; Cotton or (10) _____
Silk Neckerchief

Superior: The standard for a choker is one that is properly constructed of hair pipe, bone tube, brass beads, or dentalium with harness leather-type spacers. Ca. 2 ^” backed mirror or conch shell disk may be used in the center of the choker. Plastic bone tube and plastic hairpipe may be used. An otter fur choker also meets the standard. (Quality fake fur may be used.) Authentic or reproduction Peace Medals of proper date/era may be worn either around the neck or on the breastplate. Neck bustles must be properly constructed and sized with an appropriate variety of feathers and feather treatments.

Acceptable: Lower quality, but properly made examples of all the things listed above.

Inappropriate: Scout neckerchiefs, non-Peace Medal medallions do not meet the standard.
Colored pipes or tubes in choker do not meet the standard.

Item 3: CHEST AREA Shirt; Vest; Otter; Breastplate; Bandoliers (10) _____

Superior: A buttoned, store bought shirt meets the standard. Shirts may be plain cotton, vintage calico- style prints, or striped: such shirts should be typical of commercial shirts available in the early 1900's; a modern plain or striped dress shirt is a good substitute. A hide war shirt may be worn if it is consistent with the rest of the dancer's outfit. Otter "breastplate" with metal-backed mirrors, quilled wheels, ribbons, quilled or beaded panels meets the standard. Long bone breastplates usually have two or three sections of 4-inch pipes, or two sections of 4-inch pipes with a center section of 1-2 inch pipes or appropriate beads. Harness-type leather spacers are used to separate sections and along each edge. In addition commercial cloth or fully beaded vests meet standard. Cloth vests can be trimmed with beadwork, metal sequins, or quillwork. Fully beaded vests must be done with proper colors, designs, and beading technique to meet standard. A quilled breastplate of correct design meets the standard.

Bandoliers may be made of beads, of deer toe/dew claw dangles, or of "junk" dangles meet the standard. If a "junk" type is chosen, the materials should be era-appropriate.

Acceptable: Lower quality, but properly made examples of all the things listed above.

Inappropriate: Modern ribbon shirts; improper materials or prints; bare chest; incorrect beads, etc.

Item 4: ARMS Cuffs; Armbands (10) _____

Superior: Fully beaded or quilled cuffs and armbands with proper colors, designs, and technique meet the standard. Brass armbands meet the standard. Beadwork or quillwork on cuffs will not normally match that on the armbands.

Acceptable: Loom beadwork that has correct designs and colors. Raffia-simulated quillwork is acceptable.

Inappropriate: Improper colors or colors do not meet the standard. Gauntlets, German silver or plain leather cuffs or cuffs decorated with sequins, tacks, etc. do not meet the standard. Fake beadwork does not meet the standard.

Item 5: HANDS Wing Fan; Rope; Quirt; Pipe Bag; Other Appropriate Objects (10) _____
(see list of appropriate items below)

Superior: An appropriately-sized wing fan (Canada goose, for instance) meets the standard. Coiled ropes, sweet grass hoops, tomahawk pipes, quirt, and pipe bags meet the standard.

Acceptable: Lower quality wing fan, etc.

Inappropriate: Improper fans (macaw, loose fans, modern fans, etc.), mirror boards, peace pipes, calumets, shields, spears, lances, sabers, rifles, Contemporary Traditional dance sticks and improperly constructed pipe bags do not meet the standard. Gourd-stitch beadwork is not appropriate.

Item 6: MID-BODY Breechclout or Aprons; Tack Belt; Sash; Small Pouch; etc. (10) _____

Superior: Breechclout/aprons of high quality wool or trade cloth meet the standard. Decorations and materials should be appropriate to the period: ribbons, metal sequins, buttons, era appropriate coins, metallic fringe, etc.

Acceptable: Wool without decoration, wool felt with or without decoration.

Inappropriate: Non-wool, incorrect designs, materials, or construction (i.e., Contemporary Traditional beaded clouts, modern ribbonwork, BSA items, etc.) do not meet the standard.

Item 7: BUSTLE Vintage Sioux-Style Bustle (10) _____

Superior: Properly sized and constructed Sioux-style bustle appropriate to the period meets the standard. The bustle will typically include a variety of feathers and a variety of treatments i.e.: trimmed, stripped, shaved quills, different sizes in concentric circles, fluff tips, dyed (red, green, purple, orange, etc.) Spikes should be prominent and decorated with fluffs, sweet grass braids, hawk bells, quilled wheels, etc. Properly designed and constructed pheasant bustles meet the standard.

The bustle will include properly sized trailers of wool or buckskin. Decorations of ribbon, metal sequins, etc. should be period-appropriate.

The belt can be leather or it can be a sash. The sash may be woven or a strip of wool; it can be decorated with circular mirrors.

Acceptable: lower quality construction or materials.

Inappropriate: Contemporary bustles, butterfly bustles, other era/tribe-inappropriate bustles do not meet the standard.

Item 8: LEGS Leggings; Long Johns/Union Suits; Knee Bands; Ankle Bands; (10) _____
Bells; Quilled Knee Bands; Bells; Fur

Superior: Wool or hide leggings with or without beaded strips meet the standard; beaded strips are lazy- stitched with correct Sioux colors and designs. Hide leggings may be painted with appropriate stripes, etc. Wool or cotton long johns/union suits, plain or dyed, meet the standard. Knickers may be worn.

Large nickel-plated or brass bells (ca. 1 V” Dia-1 %” dia.) mounted on harness-type leather, may be worn at the knees and/or ankles, and/or legs, as appropriate. Fur knee bands and/or ankle bands should be worn with long johns. They can be angora, otter, buffalo, or skunk (Quality fake fur may be used.) Acceptable: Felt leggings, bells that are too small or improperly worn, loom beadwork on leggings.

Inappropriate: Non-northern plains leggings, improper colors, designs on beadwork do not meet the standard. Jeans, shorts or pants do not meet the standard. Cow or sheep bells, fur or fake fur from improper species do not meet the standard.

Item 9: FEET Plains Hard-sole Moccasins (10) _____

Superior: Properly designed and constructed two-piece, hard-sole Sioux-style moccasin meet the standard. They may be fully beaded, partially beaded, partially beaded/partially quilled, or fully quilled, with proper designs and colors. Lazy stitch beadwork meets the standard.

Acceptable: Properly designed and constructed two-piece undecorated hard-sole moccasins. Properly designed and constructed two-piece hard sole moccasins of lower quality.

Inappropriate: Bare feet and improper footwear such as slipper-type moccasins do not meet the standard.

Item 10: OVERALL

Scale: 1-5 Good start, room for improvement; 6-10 Solid basic dance clothes, lacking some items; 11-15 Excellent; 16-20 Superior

Does the set look complete? Do the dance clothes have the right “look”? (20) _____

Is the dancer knowledgeable about his dance clothes’ components?

FINAL SCORE (110)

Ribbon Scale: White 1-30 Red 31-60 Blue 61-90 Gold 91-110

A note about DANCE CLOTHES:

The most important thing about a set of Old Time Sioux dance clothes is the overall look. Dance clothes are meant to be danced in, not to be judged in a still position. The components of your dance clothes should move well when you dance and work to enhance your dancing style. Old Time Sioux being an historic style, proper colors, designs, and proportions must be in place for the articles to get maximum points and for your dance clothes to have maximum visual impact.

This outline is not just a “scoring sheet”; it is a resource for you to constantly improve your dance clothes to be the best they can be. When you look at the individual scores of the various headings as well as the overall score, think of what you can do to improve each item, even if just by just a couple of points. Our goal is to help you to elevate your dance clothes to a higher level. By continually improving your dance clothes, your presentation on the dance floor will improve as well.

A note to DANCERS:

This outline is designed to summarize what a male Sioux dancer would have worn from ca. 1900-1930. It represents the research done by the use of vintage photos and authentic examples of outfit components.

A variety of literature was used. Amongst these were:

1. “Old Time Sioux Costume” by Norm Feder, The American Indian Hobbyist, Nov/Dec. 1958.

2. “Old Time Sioux Dancers” by Mike Tucker, 1969.

There are many modern reference materials currently available. Numerous books with vintage photos have been published. There are also books, magazines, and catalogs with photos of the many items used by Old Time Sioux dancers.

Of course, there were Sioux dancers earlier than 1900 and later than 1930. The dance outfits from these earlier and later periods can vary from what is described here. These dates are not “hard-edged” and there can be exceptions. However, the concepts in this form represent a reasonable norm. If a Scout- dancer chooses to use items that fall outside the range described above, he should be prepared to provide appropriate documentation. Vintage photos can provide such documentation, but one needs to exercise careful judgment when using photos. This is especially true of what are termed, “studio photos” since many of these feature items that belonged to the photographer and were loaned to the Native American being photographed. Tribal affiliation and appropriate dating are important.

The use of vintage photos and color photos of authentic outfit components will serve the Scout-dancer well.

AIA DANCE CLOTHES COACHING OUTLINE

STRAIGHT DANCE – PARADE of BRAVES

DANCER: _____ **CONTEST #** _____ **Lodge #** _____

COACH: _____

MAXIMUM SCORE: 90 Points

Items 1, 4, 5: 10 points each. Scale: 0 = Missing or Inappropriate Item; 1-3 = Acceptable; 4-6 = Good; 7-9 = Excellent; 10 = Superior.

Items 2, 3, 6: 20 points each. Scale 1-5 = Good start; room to improve; 6-10 = Solid basic dance clothes, lacking some items; 11-15 = Excellent; 16-20 = Superior

STANDARD ITEMS SCORE

Item 1: HEAD Roach; Roach Feather(s); Roach spreader; (10) _____
Scalp Feather; Headband. Optional: Otter Fur Turban

Superior: Roach—well made, worn correctly, appropriate flare, should stand up in the front, colors coordinated with dance clothes, with German Silver or bone spreader and 1 or 2 roach feathers; scalp feathers correctly decorated; Porcupine hair roaches are preferred. Headband (optional) - white handkerchief, correctly folded. Or - Otter fur turban correctly decorated with ribbon work and beaded rosettes. .

Acceptable: Fiber roach; un-coordinated color roaches; inadequate length, poorly constructed or worn out roach; Otter fur turban made from other fur or fake fur.

Inappropriate: Un-coordinated feather crest; bandannas covering head; no roach; war bonnets; animal skin headgear; missing spreader or spreader with no roach feather socket, missing items.

Item 2: UPPER BODY Ribbon Shirt; Scarf & Slide; Bandoliers; Otter Dragger; (20) _____
Belt; Armbands with Ribbon Decoration. Optional: Vest; Breastplate; Hair Plates

Superior: Ribbon shirt with contrasting ribbon decoration, length should be to the crotch; scarf - in color matching the shirt ribbons; German silver neckerchief slide and armbands - all with stamped designs; bone or imitation hair pipe bandoliers with glass or plastic beads; beaded belt or Concho belt; vest with matching decorations to the rest of the straight dance suit, breastplate of proper size to the style of dance clothes, properly decorated otter fur dragger, or German silver hair plates, preferably stamped with designs.

Acceptable: Items that do not coordinate well with the dance clothes; belt with little or no decoration; ill-fitting ribbon shirt; bandoliers poorly constructed and sized wrong in relationship to body size.

Inappropriate: No scarf or slide, no bandoliers; no belt; parts of dance clothes from other dance styles; OA sash; other missing items.

Item 3: MID & LOWER BODY Straight Dance Suit Consisting of Aprons, Leggings & Trailer; Finger Woven Yarn Set; Bells. (20) _____

Superior: Straight dance suit (aprons, leggings, trailer) made from broadcloth decorated with proper ribbon work; (optional) leather leggings; (optional) floral beaded aprons - only if used with proper tribal style of dress; finger woven side drops and garters; proper bells.

Acceptable: Dance suit made from substitute materials and decorated with other than ribbon work; something used to substitute the finger woven yarn set (painted canvas belt webbing, drops decorated with chrome metal spots or small mirrors, braided yarn,) small bells; dew claw bells (only if used with a proper tribal style dance clothes).

Inappropriate: no dance suit; or leggings, shirt, apron, trailer, all made from ceremony team dance clothes parts, (usually with cloth cut fringe); no yarn set; no bells, missing items.

Item 4: HANDS Fan; Mirror Board; Dance Stick (10) _____

Superior: Imitation eagle tail feather flat fan w/beaded handle; Imitation eagle wing fan w/beaded handle; Macaw loose fan w/beaded handle; decorated mirror board; beaded dance stick.

Acceptable: Feather fan not beaded; simple mirror board; dance stick with minimum decoration.

Inappropriate: No hand articles; whip sticks; hand articles from other dance styles; missing items.

Item 5: FEET Plains Hard-sole Moccasins (10) _____

Superior: Fully or partly beaded plains hard-sole moccasins, preferably Southern Cheyenne style, or Kiowa/Comanche style “duster” type moccasins.

Acceptable: Undecorated hard-sole moccasins or painted canvas deck shoes with proper designs.

Inappropriate: No moccasins; leather soft-sole moccasins; sneakers.

Item 6: OVERALL:

Scale: 1-5 Good start, room for improvement; 6-10 Solid basic dance clothes, lacking some items; 11-15 Excellent; 16-20 Superior

Does the set look complete? Do the dance clothes have the right “look”? (20) _____

Are they consistent the current styles? Does this set represent a “tribal” style?

FINAL SCORE (90)

Ribbon Scale: **White 1-24** **Red 25-49** **Blue 50-73** **Gold 74-90**

A note about DANCE CLOTHES:

The most important thing about a set of modern Straight Dance dance clothes is the overall look. Dance clothes are meant to be danced in, not to be judged in a still position. The components of your dance clothes should move well when you dance and work to enhance your dancing style. For this reason, materials, size, shape, and placement of the individual dance clothes components listed above must be in order. When specific materials are called for—such as broadcloth, beadwork, or finger woven yarn work, - an adequate substitution of cloth, sequins, etc. can be used. However, proper colors, designs, and proportions must be in place for the article to get maximum points and for your dance clothes to have maximum visual impact.

This outline is not just a “scoring sheet”; it is a resource for you to constantly improve your dance clothes to be the best they can be. When you look at the individual scores of the various headings as well as the overall score, think of what you can do to improve each item, even if just by just a couple of points. Our goal is to help you to elevate your dance clothes to a higher level. By continually improving your dance clothes, your presentation on the dance floor will improve as well.

A note to DANCERS:

This outline is designed to summarize what a Straight Dancer would wear at a contemporary powwow. It represents the norm as defined by modern dancers in Oklahoma and across the country. Some relevant works on the subject of Straight Dancing dance clothes include:

- (1) Men’s Southern Straight Dance DVD video, Full Circle Communications.
- (2) Many articles in past hobbyist publications, including The American Indian Hobbyist; American Indian Traditions; American Indian Crafts & Culture; Moccasin Tracks, and Whispering Wind Magazine. Although most of the above listed magazines are out of print, Xeroxed copies of the various articles mentioned are available.

Be aware that although a printed or recorded work may have been relevant at the time of its making, Straight Dance is an ever-changing dance style and these works can sometimes become outdated within a short period of time. If possible, attend powwows and notice the subtle trends being added to Straight Dance dance clothes of today. If you live in an area where it is difficult to attend powwows, you can use resources such as:

www.youtube.com , www.gatheringofnations.com , www.powwows.com

to view photos and video footage of powwow dancers. Please be respectful of other’s dance clothes. Model your dance clothes after contemporary dancers, but do not copy verbatim.

The history of the Straight Dance is one of the most fascinating and well documented of all the men’s dance styles. While these dance clothes of the past have their place in history, many of the components are not appropriate for contemporary dance styles. Stay current and up-to-date on your dance clothes style.

AIA DANCE CLOTHES COACHING OUTLINE
WOMEN'S FANCY SHAWL DANCE

DANCER: _____ **CONTEST #** _____ **Lodge #** _____

COACH: _____

MAXIMUM SCORE 80 POINTS

Scale: 0 = Missing or inappropriate; 1-3 = Acceptable; 4-6 = Good;

7-9 = Excellent; 10 = Superior

Item 1: SHAWL (10) _____

The Fancy Dance Shawl is the major component of this dance style. Typically the shawl is made from a brightly colored, lightweight moveable fabric and decorated in fabric applique of appropriate design. Superior: Appropriate length, not only over the shoulders from fingertip to fingertip, but also the length from neck to bottom hem (mid-thigh). Decorated with fabric applique. Trimmed on three sides with 3/8" to 1/2" satin ribbon fringe of appropriate length (usually ankle length or an inch off the ground).

Acceptable: No decoration, chainette fringe, flat fringe, or fringe too short.

Unacceptable: Shawl too short, inappropriate design, no fringe, made from inappropriate fabric such as wool, velvet or other fabric which limits the movement of the shawl.

Item 2: HEAD Feather Plumes, Barrett, Hair Ties. (10) _____

Superior: Imitation eagle feather plume(s). Typically a beaded hair barrette secures the feather at the center back of the head. Beaded, quilled, parfleche, and/or shell hair ties, all coordinated in color and style. A head band (optional). Braided hair. Short hair.

Acceptable: Items in place, mismatched or not necessarily coordinated. Fluffs instead of plumes. Undecorated hair ties. Braided hair. Short hair.

Inappropriate: Missing items.

Item 3: BODY Dress or Skirt and Blouse (10) _____

Appropriate shorts or tights MUST be worn underneath.

Superior: Dress or skirt and blouse fit nicely, are the proper length, and made from colorful, fabric. Proper use of kick-pleats, ruffle or flair on dress or skirt. Fabric applique and/or ribbon decorations on dress or skirt.

Acceptable: Undecorated dress or skirt.

Inappropriate: Midriff skin showing. See-through bodice or skirt. Hem too short on either dress or skirt. Dress or skirt too narrow as to not allow leg movement. Improper fit or improper use of fabric. No shorts or tights.

Item 4: BODY - Cape, or Vest with Cape, Belt. (10) _____

Superior: Beaded or fabric applique cape (front and back), or front-fitted vest with beaded or fabric applique cape attached to the back of the vest at shoulder seams. Beaded or coordinated belt (leather, tack or concho belt acceptable).

Acceptable: Undecorated cape, cloth neck scarf and slide worn like a neckerchief instead of cape. Medallion necklace instead of cape. Belt.

Inappropriate: Cape too short in front or back. No cape, neckerchief or medallion. Scout or inappropriate neckerchief used instead of cloth neck scarf. No belt.

Item 5: LEGS AND FEET Leggings and Moccasins, or Northern Style Boots. (10) _____

Superior: Fully or partially beaded leggings and moccasins. Northern style boots with beaded decoration (aka “high top” moccasins, or “Crow” boots). Full fabric applique leggings.

Acceptable: Partial fabric applique leggings. Undecorated leggings, and moccasins. Undecorated Northern style boots. Commercial hide boots.

Inappropriate: No leggings, moccasins, or boots. The use of tennis shoes or other inappropriate footwear in place of moccasins.

Item 6: ACCESSORIES Choker, Jewelry (10) _____

Superior: Beaded choker with a beaded medallion (or decorative drop), beaded barrettes, earrings, rings, and/or bracelets coordinated in style and color to compliment the dance clothes.

Appropriate: Accessories are present but not coordinated in color or design. Inappropriate: No accessories.

Item 7: OVERALL (20) _____

Scale 16-20 Superior; 11-15 - Excellent; 6-10 - Solid basic dance clothes, lacking some items; 1-5 Good start, room for improvement

Does the set look complete? Are the clothes coordinated in color and design? Do they have the right “look”? Are they consistent with current styles.

Final Score (Maximum 80) _____

Ribbon Scale: Gold 64-80 Blue 44-63 Red 22-43 White 1-22

A note about DANCE CLOTHES:

The most important thing about a set of modern Women's Fancy Shawl dance clothes is the overall look. Dance clothes are meant to be danced in, not to be judged in a still position. The components of your dance clothes should move well when you dance and work to enhance your dancing style. For this reason, materials, size, shape, and placement of the individual dance clothes components listed above must be in order. When specific materials are called for - such as beadwork - an adequate substitution of cloth, fabric applique, sequins, painted material can be used. However, proper colors, designs, and proportions must be in place for the article to get maximum points and for your dance clothes to have maximum visual impact.

This outline is not just a "scoring sheet"; it is a resource for you to constantly improve your dance clothes to be the best they can be. When you look at the individual scores of the various headings as well as the overall score, think of what you can do to improve each item, even if just by just a couple of points. Our goal is to help you to elevate your dance clothes to a higher level. By continually improving your dance clothes, your presentation on the dance floor will improve as well.

A note to DANCERS:

This outline is designed to summarize what a Women's Fancy Shawl dancer would wear at a contemporary powwow. It represents the norm as defined by modern dancers in the Northern Plains and across the country.

Be aware that although a printed or recorded work may have been relevant at the time of its making, Women's Fancy Shawl is an ever-changing dance style and these works can sometimes become outdated within a short period of time. If possible, attend powwows and notice the subtle trends being added to Women's Fancy Shawl dance clothes of today. If you live in an area where it is difficult to attend powwows, you can use resources such

www.youtube.com , www.gatheringofnations.com , www.powwows.com , or www.pinterest.com

to view photos and video footage of powwow dancers. Please be respectful of other's dance clothes. Model your dance clothes after contemporary dancers, but do not copy a specific set of clothes verbatim.

While Women's Fancy Shawl dance clothes of the past have their place in history, some of the components may not appropriate for contemporary dance styles. Stay current and up-to-date on your dance clothes' style.

AIA DANCE CLOTHES COACHING OUTLINE

WOMEN'S JINGLE DRESS

DANCER: _____ **CONTEST #** _____ **Lodge #** _____

COACH: _____

MAXIMUM SCORE 60 POINTS

Scale: 0 = Missing or inappropriate; 1-3 = Acceptable; 4-6 = Good; 7-9 = Excellent; 10 = Superior

Item 1: HEAD – Feather Plumes, Center Tail Feather, Barrette, Hair Ties. (10) _____

Superior: Imitation eagle feather plume(s) or center tail feather. Typically a beaded hair barrette secures the plumes/feather at the center back of the head. Beaded, quilled, parfleche, and/or shell hair ties, all coordinated in color and style. A headband (optional). Braided hair. Short hair.

Acceptable: Items in place, mismatched or not necessarily coordinated. Fluffs instead of plumes. Undecorated hair ties. Braided hair. Short hair.

Inappropriate: Missing items

Item 2: BODY Dress or Dress with over skirt, belt, Optional vest (10) _____

Appropriate shorts or tights MUST be worn underneath a one piece dress.

Superior: Dress or dress with over skirt fit nicely, are the proper length, and made from colorful, fabric. Proper use of ruffle or flair on dress or skirt. Fabric applique and/or ribbon decorations on dress and over skirt. Optional decorated bolero (short) vest worn over dress. Jingles placed appropriately. Belt coordinated with outfit (leather, tack or concho belt acceptable).

Acceptable: Undecorated dress or skirt. Jingles quantity less than desired but placed appropriately. Plain belt.

Inappropriate: Hem too short on either dress or over skirt. Improper fit or improper use of fabric. Lack of jingles. No belt. No shorts or tights under a one-piece dress.

Item 3: LEGS AND FEET Leggings, Moccasins or Northern Style Boots. (10) _____

Superior: Fully or partially beaded leggings and moccasins. Northern style boots with beaded decoration (aka “high top” moccasins, or “Crow” boots). Full fabric applique leggings.

Acceptable: Partial fabric applique leggings. Undecorated leggings and moccasins. Undecorated Northern style boots. Commercial hide boots.

Inappropriate: No leggings, moccasins, or boots. The use of tennis shoes or other inappropriate footwear in place of moccasins.

Item 4: ACCESSORIES Choker, Jewelry (10) _____

Superior: Beaded choker with a beaded medallion (decorative drop), beaded barrettes, earrings, rings, and/or bracelets coordinated in style and color to compliment the dance clothes. Beaded purse and/or bandolier bag. Big imitation eagle feather fan.

Appropriate: Accessories are present but not coordinated in color or design. Undecorated bag/purse or no purse. Fan of alternative legal feathers.

Inappropriate: Accessories missing

Item 5: OVERALL (20) _____

Scale 16-20 Superior; 11-15 - Excellent;

6-10 - Solid basic dance clothes, lacking some items; 1-5 Good start, room for improvement.

Does the set look complete? Are the clothes coordinated in color and design? Do they have the right “look”? Are they consistent with current styles?

Final Score (Maximum 60) _____

Ribbon Scale: Gold 48-60 Blue 33-49 Red 17-32 White 1-16

A note about DANCE CLOTHES:

The most important thing about a set of modern Women’s Jingle Dress dance clothes is the overall look. Dance clothes are meant to be danced in, not to be judged in a still position. The components of your dance clothes should move well when you dance and work to enhance your dancing style. For this reason, materials, size, shape, and placement of the individual dance clothes components listed above must be in order. When specific materials are called for - such as beadwork - an adequate substitution of cloth, fabric applique, sequins, painted material can be used. However, proper colors, designs, and proportions must be in place for the article to get maximum points and for your dance clothes to have maximum visual impact.

This outline is not just a “scoring sheet”; it is a resource for you to constantly improve your dance clothes to be the best they can be. When you look at the individual scores of the various headings as well as the overall score, think of what you can do to improve each item, even if just by just a couple of points. Our goal is to help you to elevate your dance clothes to a higher level. By continually improving your dance clothes, your presentation on the dance floor will improve as well.

A note to DANCERS:

This outline is designed to summarize what a Women's Jingle Dress dancer would wear at a contemporary powwow. It represents the norm as defined by modern dancers in the Northern Plains and across the country.

Be aware that although a printed or recorded work may have been relevant at the time of its making, Women's Jingle Dress is an ever-changing dance style and these works can sometimes become outdated within a short period of time. If possible, attend powwows and notice the subtle trends being added to Women's Jingle Dress clothes of today. If you live in an area where it is difficult to attend powwows, you can use resources such as

www.youtube.com , www.gatheringofnations.com , www.powwows.com , or www.pinterest.com

to view photos and video footage of powwow dancers. Please be respectful of other's dance clothes. Model your dance clothes after contemporary dancers, but do not copy a specific set of clothes verbatim.

While Women's Jingle Dress dance clothes of the past have their place in history, some of the components may not appropriate for contemporary dance styles. Stay current and up-to-date on your dance clothes' style.

AIA DANCE CLOTHES COACHING OUTLINE
NORTHERN WOMEN'S TRADITIONAL

DANCER: _____ **CONTEST #** _____ **Lodge #** _____

COACH: _____

MAXIMUM SCORE: 60 POINTS

Scale: 0 = Missing or inappropriate; 1-3 = Acceptable; 4-6 = Good; Excellent; 10 = Superior

Item 1: HEAD – Plumes and Feathers, Barrett, Hair Ties. (10) _____

Superior: Imitation eagle feather plume or center tail feather. Typically a beaded hair barrette secures the plumes/feather at the center back of the head. Beaded, quilled, parfleche and/or shell hair ties, all coordinated in color and style. Quilled wheel, small beaded medallion/barrett or conch/abalone shell disc with imitation eagle plume attached (in addition to the center feather) worn at the top side of the head. French braided hair. Short hair.

Acceptable: Items in place but mismatched or not necessarily coordinated. Fluffs instead of plumes. No additional feather. Undecorated hair ties. Braided hair. Short hair.

Inappropriate: Missing items

Item 2: BODY- Dress, Dress with Cape, Buckskin (10) _____

Superior: Dress or dress with cape fit nicely, are the proper length, made in the correct style and made from correct type of fabric. Suggestions - wool, broadcloth, velveteen, subtle plaids or subtle prints.

Cowrie shell, elk's teeth, dentalium shell, ribbon trim, or fabric applique decorations on dress bodice or cape. Optional gusset (tribe specific: usually Lakota, Plateau) inserted with gusset hem dropped 3-5 inches below the dress hem.

Buckskin fits nicely, is the proper length and style, and made with the correct color hide (off-white, cream, brain tanned, smoked). Decorated with appropriate beadwork (including pattern and placement), cowrie shell, dentalium shell, or elk's teeth. Additional coordinating decoration on lower portion of dress or buckskin.

Bead and hairpipe breastplate (Northern style - front only, past the waist in length). Tack belt, parfleche belt, beaded belt, concho belt (Belt dragger drop optional.)

Acceptable: Undecorated dress or cape. No cape. No gusset inserted (if needed to be tribe specific). Ribbon trim on dress and/or cape. Plain leather belt. No Belt dragger.

Inappropriate: Hem too short on dress or buckskin. Improper fit or improper use of fabric (bright prints). Wrong color buckskin (non-natural colors ie: red, black, purple, green etc.) No belt. No breastplate.

Item 3: LEGS AND FEET Leggings and Moccasins or Northern Style Boots. (10) _____

Superior: Fully beaded leggings and moccasins. Partially beaded leggings or moccasins, or fabric applique leggings and moccasins. Northern style boots with beaded decoration (aka “high top” moccasins, or “Crow” boots). Full fabric applique leggings.

Acceptable: Partial fabric applique leggings. Undecorated leggings and moccasins. Undecorated Northern style boots. Commercial hide boots.

Inappropriate: No leggings, moccasins, or boots. The use of tennis shoes or other inappropriate footwear in place of moccasins.

Item 4: ACCESSORIES Choker, Jewelry (10) _____

Superior: Choker with a decorative drop, barretts, earrings, rings, and/or bracelets coordinated in style and color to compliment the dance clothes. Accessory materials may be made of silverwork, bone, shell, horse hair, painted rawhide. Beaded flat purse. Big imitation eagle feather fan. Decorated arm shawl. Appropriate: Accessories are present but not coordinated in color or design. Plain flat purse or no purse. Smaller fan of alternative legal feathers. Undecorated arm shawl.

Inappropriate: Accessories missing. No shawl.

Item 5: OVERALL (20) _____

Scale: 16-20 Superior 11-15 – Excellent 6-10 - Solid basic dance clothes, lacking some items
1-5 Good start, room for improvement

Does the set look complete? Are the clothes coordinated in color and design? Do they have the right “look”? Are they consistent with current styles?.

Final Score (Maximum 60) _____

Ribbon Scale: Gold 48-60 Blue 33-49 Red 17-32 White 1-16

A note about DANCE CLOTHES:

The most important thing about a set of modern **Northern Women's Traditional** dance clothes is the overall look. Dance clothes are meant to be danced in, not to be judged in a still position. The components of your dance clothes should move well when you dance and work to enhance your dancing style. For this reason, materials, size, shape, and placement of the individual dance clothes components listed above must be in order. When specific materials are called for - such as beadwork - an adequate substitution of cloth, fabric applique, sequins, painted material can be used. However, proper colors, designs, and proportions must be in place for the article to get maximum points and for your dance clothes to have maximum visual impact.

This outline is not just a “scoring sheet”; it is a resource for you to constantly improve your dance clothes to be the best they can be. When you look at the individual scores of the various headings as well as the overall score, think of what you can do to improve each item, even if just by just a couple of points. Our goal is to help you to elevate your dance clothes to a higher level.

By continually improving your dance clothes, your presentation on the dance floor will improve as well.

A note to DANCERS:

This outline is designed to summarize what a Northern Women's Traditional dancer would wear at a contemporary powwow. It represents the norm as defined by modern dancers in the Northern Plains and across the country.

Be aware that although a printed or recorded work may have been relevant at the time of its making, Northern Women's Traditional is an ever-changing dance style and these works can sometimes become outdated within a short period of time. If possible, attend powwows and notice the subtle trends being added to Northern Women's Traditional dance clothes of today. If you live in an area where it is difficult to attend powwows, you can use resources such as:

www.youtube.com , www.gatheringofnations.com , www.powwows.com , or www.pinterest.com

to view photos and video footage of powwow dancers. Please be respectful of other's dance clothes. Model your dance clothes after contemporary dancers, but do not copy a specific set of clothes verbatim.

While Northern Women's Traditional dance clothes of the past have their place in history, some of the components may not appropriate for contemporary dance styles. Stay current and up-to-date on your dance clothes' style.

AIA DANCE CLOTHES COACHING OUTLINE

SOUTHERN WOMEN’S TRADITIONAL - PLAINS OR LAKES

DANCER: _____ **CONTEST #** _____ **Lodge #** _____

COACH: _____

MAXIMUM SCORE 60 POINTS

Scale: 0 = Missing or inappropriate; 1-3 = Acceptable; 4-6 = Good; 7-9 = Excellent; 10 = Superior

Item 1: HEAD Feather Plumes, Barrett, Hair Ties, Crown (10) _____

Superior: Imitation eagle feather plume(s). Typically a beaded hair barrette or beaded crown secures the plumes at the center back of the head. Beaded, shell or decorative hair ties, all coordinated in color and style. French braided hair. Short hair.

Acceptable: Items in place but mismatched or not necessarily coordinated. Fluffs instead of plumes. Undecorated hair ties. Braided hair. Short hair. No beaded crown.

Inappropriate: Missing items.

Item 2: Body Dress - Choose one of the following three (A,B,or C) (10) _____

A. Dress with Wrap Apron (Typically Kiowa or Comanche)

Superior: Dress with wrap apron fits nicely, are the proper length, made in the correct style, and made from the correct type of fabric such as dressy fabrics and/or bright, print on print, or brocade-like fabrics. Fringe on apron is the correct length and spaced correctly (no fringe may be indicative of a specific tribe and therefor OK). Gusset inserted with hem dropped 3-5 inches below the dress hem (if tribe specific). Bead and hairpipe breastplate (southern style front and back). Tack, beaded, or concho belt. Belt dragger.

Acceptable: Plain, simple fabric. No gusset inserted. Plain leather belt, no belt dragger. Medallion or scarf worn like a neckerchief instead of breastplate. No fringe on wrap apron unless tribe specific. Inappropriate: Hem too short on dress or apron wrap. Improper fit or improper use of fabric. No medallion or breastplate. Scout neckerchief. No belt.

-or-

B. Ribbon Work Skirt and Blouse (Southern, Central Plains, or Lakes) (10) _____

Superior: Skirt and blouse fit nicely, are the proper length, made in the correct style and made from the correct type of fabric - Broadcloth, wool, wool gabardine, for the skirt (may be brightly colored); dressy fabrics and/or bright, print on print, lined lace, or brocade-like fabrics for the blouse. Skirt has ribbon work, machine embroidery, fabric applique, or ribbon decorations. Appropriate blouse may or may not be decorated like a “ribbon shirt” depending on the tribe. Cloth, ribbon, or beaded trailer. Bead and hairpipe necklaces. Finger woven sash worn correctly under the blouse and over the skirt.

Acceptable: Fabric skirt which displays the correct use. Ribbon decoration on skirt. Plain blouse. Medallion or scarf worn like a neckerchief instead of necklaces. Ribbon trailer. No sash.

Inappropriate: Hem too short on skirt. Improper fit or improper use or see-through fabric on blouse. No medallion, necklaces, or breastplate. Scout neckerchief. No trailer.

-or-

C. Cloth Dress/Buckskin (10) _____

Superior: Dress fits nicely and is the proper length, made in the correct style, and made from the correct type of fabric; Suggestions - Broadcloth, wool, wool gabardine (all may be brightly colored). Dress bodice, sleeves, and lower portion have machine embroidery, appropriate beadwork (Including pattern and placement), fabric applique, cowrie shell, or elk's teeth decoration.

Buckskin fits nicely, is the proper length and style, and made with the correct color hide (off-white, cream, brain tanned, smoked). Decorated with appropriate beadwork (including pattern and placement), cowrie shell, or elk's teeth. Cloth, ribbon or beaded trailer. Bead and hairpipe breastplate (southern style front and back). Tack, concho, or beaded belt with belt dragger.

Acceptable: Dress which displays the correct fabric use with simple decorations. Medallion or scarf worn like a neckerchief instead of breastplate. Ribbon trailer. Belt. No belt dragger.

Inappropriate: Hem too short. Improper fit or improper use of fabric. Wrong color buckskin (non natural colors ie: red, black, purple, green etc.) No medallion or breastplate. No belt. Scout neckerchief. No trailer.

Item 3: LEGS AND FEET Leggings and Moccasins or Boots. (10) _____

Superior: Southern style boots with beaded decoration. Fully beaded leggings and moccasins. Partially beaded moccasins if appropriate; hose/tights are optional.

Acceptable: Undecorated Southern style boots. Undecorated leggings and moccasins. Undecorated moccasins. Commercial hide boots.

Inappropriate: The use of tennis shoes or other inappropriate footwear in place of moccasins.

Item 4: ACCESSORIES Choker, Jewelry (10) _____

Superior: Beaded crown, choker with a beaded medallion (decorative drop), beaded barrettes, beaded earrings, rings, and/or bracelets coordinated in style and color to compliment the dance clothes. Beaded flat purse or drop bag (if tribe specific). Big imitation eagle feather fan. Decorated arm shawl.

Appropriate: Accessories are present but not coordinated in color or design. Plain flat purse, drop bag or no purse/bag. Smaller fan of alternative legal feathers. Undecorated arm shawl.

Inappropriate: Accessories missing. No shawl.

Item 5: OVERALL

(20) _____

Scale 16-20 Superior 11-15 - Excellent.

6-10 - Solid basic dance clothes, lacking some items 1-5 Good start, room for improvement

Does the set look complete? Are the clothes coordinated in color and design? Do they have the right “look”? Are they consistent with current styles?

Final Score (Maximum 60) _____

Ribbon Scale: Gold 48-60 Blue 33-49 Red 17-32 White 1-16

A note about DANCE CLOTHES:

The most important thing about a set of modern Southern Women's Traditional - Plains or Lakes dance clothes is the overall look. Dance clothes are meant to be danced in, not to be judged in a still position. The components of your dance clothes should move well when you dance and work to enhance your dancing style. For this reason, materials, size, shape, and placement of the individual dance clothes components listed above must be in order. When specific materials are called for - such as beadwork - an adequate substitution of cloth, fabric applique, sequins, painted material can be used. However, proper colors, designs, and proportions must be in place for the article to get maximum points and for your dance clothes to have maximum visual impact.

This outline is not just a “scoring sheet”; it is a resource for you to constantly improve your dance clothes to be the best they can be. When you look at the individual scores of the various headings as well as the overall score, think of what you can do to improve each item, even if just by just a couple of points. Our goal is to help you to elevate your dance clothes to a higher level. By continually improving your dance clothes, your presentation on the dance floor will improve as well.

A note to DANCERS:

This outline is designed to summarize what a Southern Women's Traditional -Plains or Lakes dancer would wear at a contemporary powwow. It represents the norm as defined by modern dancers in the Southern Plains or Lakes areas across the country.

Be aware that although a printed or recorded work may have been relevant at the time of its making, Southern Women's Traditional - Plains or Lakes are ever-changing dance styles and these works can sometimes become outdated within a short period of time. If possible, attend powwows and notice the subtle trends being added to Southern Women's Traditional -Plains or Lakes dance clothes of today. If you live in an area where it is difficult to attend powwows, you can use resources such as:

www.youtube.com , www.gatheringofnations.com , www.powwows.com , or www.pinterest.com

to view photos and video footage of powwow dancers. Please be respectful of other’s dance

clothes. Model your dance clothes after contemporary dancers, but do not copy a specific set of clothes verbatim.

While Southern Women's Traditional - Plains or Lakes dance clothes of the past have their place in history, some of the components may not be appropriate for contemporary dance styles. Stay current and up-to-date on your dance clothes' style.

C. Judges

1. Requirements to be a Judge

- a) Each judge must be a member in good standing of the OA and a lodge within Section SR-5 in addition to being a registered delegate at the Dixie Fellowship from that lodge, or an invited guest of the Section American Indian Events Coordinator or his 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.

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 advisor 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. Administrative Events

Admin. Events Coordinator: Zachary Kontenakos

Email: admin@sr5.org

Phone: * redacted *

Admin. Events Adviser: Mason Thomas

Email: j.mason.thomas@gmail.com

Phone: (803) 360-3155

Contents:

- A. Judges
- B. Spirit Award
- C. Lodge Display
- D. Lodge Newsletter
- E. Lodge Plan Book
- F. Totem Pole
- G. Website
- H. Section Honor Lodge Petition (Lodge of the Year Award)



Judges

Each lodge participating in administrative events is asked to provide one adult (over 21 years of age) judge for each of the following events: Lodge Display, Newsletter, Plan Book, Totem Pole, and Web Site. Lodges shall pre-register judges. Each judge will judge all of the other lodges' administrative events, EXCEPT for that judge's lodge (they will judge 9 lodges, not all 10). The Web Site competition judge's name and e-mail address must be submitted online at www.sr5.org/webjudge to the Section Administration Coordinator by March 1st, 2020. The judge for the Lodge Display, Newsletter, and Plan Book, should not be the same adult. The highest and lowest score will be dropped. Lodges are encouraged to complete the Administration Competition judge worksheet and provide it to the Section Administration Coordinator at the Friday, April 24, 2020 Council of Chiefs meeting. The Section Administration Coordinator will have final say in any discrepancies or challenges to the rules set forth in this section.

The C. Norman Alston Jr. Memorial Spirit Award

At the 1982 Dixie Fellowship, following the death of Norman Alston, the Council of Chiefs voted to name the Section spirit award for C. Norman Alston, Jr. The beautiful plaque was first made by Mr. Alston's longtime friend and Itibapishe Iti Hollo Lodge Adviser, Mr. Leonard Schenck. Norman 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. The award is chosen each year by secret ballot on Sunday morning of the annual Dixie Fellowship by the Lodge Chiefs of the Section. Only one vote can be cast per lodge, and no lodge may cast a vote for themselves. The winner must win by a majority vote.

Administration Competition Judging Worksheet

Lodge Name: _____

Submitted By: _____

Competition	Judge's Name	Competing?
Display		Yes / No
Newsletter		Yes / No
Plan Book		Yes / No
Totem Pole		Hand Carved / Power Tools
Website	<i>submitted online at www.sr5.org/webjudge by 03/01/2020</i>	

Please submit the worksheet to the Administration Competition Coordinator at the Friday, April 24, 2020 Council of Chiefs Meeting.

By completing the worksheet, you help us ensure all of your entries for the Dixie Administration competitions are evaluated by the Dixie judges and the Lodge of the Year competition.

Lodge Display Competition

Purpose: The purpose of this competition is to encourage the development and improvement of Lodge Displays through competition with other lodges in the Section. This also provides lodges with incentive to make displays and ideas to build upon. Lodge Displays are a great resource to use within the council or at lodge events to educate and entice non-members and new members. This is a youth-centered competition. As such, the display should be completed by members under 21 years of age.

Lodge Displays will be set up at the appropriate 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 completed by 9:30 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 Administration Coordinator by March 13th, 2020.

Displays should showcase a lodge and what they do; patches can be used, but should not be the focus of the display. It is also not required that the central theme of the display be focused on the Dixie theme. Lodge display themes can be about any Boy Scout related subject (i.e. Philmont, joining the ceremony team, backpacking, etc.) The entire display cannot be the same as a previous year, although some parts can be the same.

Judging Standards

	<i>Range</i>	<i>Points</i>
I. Overall Appearance and Creativity		
A. Is the display attractive?	(0-5)	
B. Does the display grab and hold the viewer's attention?	(0-5)	
II. Organization and Artwork		
A. Is the space on the display/area for the activity efficiently used?	(0-5)	
B. Does the display have effective use of pictures and/or artwork?	(0-5)	
C. Is all lettering legible and appropriate?	(0-5)	
III. Content		
A. Does the display have a theme & follow it?	(0-20)	
B. Does the display convey its message completely?	(0-10)	
C. Is it evident which lodge did the display?	(0-5)	
D. Does display reflect a lodge's activity in the last year?	(0-5)	
TOTAL SCORE (Maximum of 65)		

Display Lodge:

Judge's Lodge:

Judge's Name:

Judge's Cell Phone Number:

Judges: Please make explanatory comments on back of form.

Lodge Newsletter

Each lodge, in order to be judged for Newsletter competition, should enter at least four (4) newsletters published between the prior year's Dixie Fellowship and the current one. The newsletter will be judged on such things as content, print, quality, and use of graphic art. The newsletters to be entered in the competition should be turned in by the Lodge Key 3 at check-in on Friday, April 24th, 2020.

Judging Standards

	<i>Range</i>	<i>Points</i>
Were four editions submitted, all being dated since April 28th, 2019? (No=0, Yes=10)	(0 or 10)	
I. Appearance		
A. Masthead neatly identifies newsletter	(0-5)	
B. Columns neatly separated-easy to read	(0-5)	
C. Overall consistent neatness	(0-10)	
II. Informative Value		
A. Variety of articles	(0-10)	
B. Concise and direct wording	(0-5)	
C. Pertinence of information to reader	(0-10)	
D. Completeness of information	(0-15)	
III. Mechanics and Miscellaneous		
A. Grammar and lack of typographical errors	(0-10)	
B. Use of clip art, diagrams, and bold headlines for emphasis	(0-5)	
C. Use of calendars and original artwork; clip-outs or alternate forms	(0-5)	
IV. General Impression		
A. Impression of the quality of the entire year's newsletters	(0-10)	
TOTAL SCORE (Maximum of 100)		

Newsletter Lodge:

Judge's Lodge:

Judge's Name:

Judge's Cell Phone Number:

Judges: Please make explanatory comments on back of form.

Lodge Plan Book

A lodge can enter only one Plan Book, which must be the current year's edition. The Lodge Plan Book may be presented on any type of print or computer media; however, no computers will be furnished for viewing. The Plan Book will be judged on content, organization, and usefulness. This book should be turned in by the Lodge Key 3 at check-in on Friday, April 24th, 2020.

Judging Standards

	<i>Range</i>	<i>Points</i>
I. Format		
A. General appearance	(0-5)	
B. Use of graphic material	(0-5)	
C. Organization	(0-10)	
II. Informative Value		
A. Quality of information to new member	(0-10)	
B. Information about the OA and the particular lodge is presented clearly and in a manner easy to understand	(0-15)	
III. Contents		
A. Lodge calendar	(0-5)	
B. Lodge goals	(0-5)	
C. Description of lodge activities	(0-5)	
D. Lodge history	(0-5)	
E. Lodge budget	(0-5)	
F. Lodge rules	(0-5)	
TOTAL POINTS (Maximum is 75)		

Planbook Lodge:

Judge's Lodge:

Judge's Name:

Judge's Cell Phone Number:

Judges: Please make explanatory comments on back of form.

Totem Pole

Purpose: The purpose of the Totem Pole competition is to incentivize lodges to participate in providing a gift to the Service Lodge. It is up to the discretion of the Service Lodge, with the approval of the Administration Coordinator, to determine the exact dimensions of the totem pole, and may include the use of other media such as flat boards.

There are two categories for this competition -- hand-carved and power tools. Power tools will be defined as any instrument that uses an additional power source other than solely manual labor. Examples of additional power sources include but are not limited to: electricity, battery, gas, and 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 Administration Coordinator has final say in what instruments will be considered power or hand tools. Lodges must declare the category in which they wish to participate at the Friday night Council of Chiefs meeting at the Dixie Fellowship. If a lodge declares they are using hand tools, but are found to have used a power tool, they will be judged in the power tools category. Participants may be youth or adult. Inappropriate or un-Scout-like designs will be disqualified. Judging criteria are listed below:

Circle Category: Hand-Carved Power Tools

Judging Standards

	<i>Range</i>	<i>Points</i>
I. Overall Design and Creativity		
A. Is the totem pole design attractive?	(0-10)	
B. Does the design adhere to the overall Dixie theme and/or the Lodge's Dixie theme?	(0 or 10)	
C. Is the design representative of the lodge?	(0-5)	
D. Does the design grab and hold the viewer's attention?	(0-5)	
E. Is the space on the pole efficiently used?	(0-5)	
F. Is the design creative and unique?	(0-5)	
II. Level of Skill		
A. Is the carving neat?	(0-5)	
B. Is all lettering legible and appropriate?	(0-5)	
B. Level of difficulty/intricacy of carving	(0-30)	
C. Level of difficulty/intricacy of painting	(0-15)	
D. Is it completely finished by the time it is judged 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 on back of form

Lodge Website Competition

Websites shall be judged before the Dixie Fellowship beginning April 1st, 2020. These guidelines have been updated to 2018+ website capabilities.

Content (32 Points)		
Content on the site is appropriate to the Scouting movement.	Yes	4
	No	0
The site homepage features an event within 90 days of the date judged (past or future).	Yes	5
	No	0
A calendar of upcoming and recent events is easily available. The calendar should provide event descriptions or links to more information.	Yes	3
	Only event dates	1
	No	0
A portion of the site has been updated within the last 90 days.	Yes	4
	No/can't tell	0
Contact information for at least one lodge key 3 member (i.e. chief, adviser, staff adviser) is readily available.	Yes	4
	No	0
Basic information about the lodge and the council it serves is readily available.	Yes	3
	No	0
If you just finished your ordeal, would this website benefit you?	Scale (0-5)	_/5
Website contains links to the lodge's plan book and newsletter(s).	Scale (0-4)	_/4

Design (21 Points)		
Each page is devoted to a single topic unless page uses a dynamic layout	Scale (0-4)	_/4
Website features more than text to enhance the layout of the website. Posts include links and pictures if available.	Scale (0-4)	_/4
Website is pleasing to the eye.	Scale (0-5)	_/5
Website has the same design throughout.	Scale (0-5)	_/5
Website includes a search feature.	Yes	3
	No	0

Enhancements (16 Points + 6 Bonus Points)		
Pages include links, photos, and graphics to enhance the site.	Scale (0-5)	_/5
Lodge history is included on the website.	Scale (0-5)	_/5
Feeds from lodge social media pages are on lodge website.	Yes	4
	No	0
Event photo galleries. Website features photo galleries of events and lodge functions. These can be linked to external websites (Facebook, Flickr, Etc.).	Yes	2
	No	0
Video – Website contains video content. *Bonus Points*	Yes	1
	No	0
Website uses a Content Management System (i.e. Wordpress, Joomla, Etc.). *Bonus Points*	Yes	5
	No	0

Guidelines and Technical Compliance (25 Points)		
The site does not contain any safeguarded information that is not password protected to the correct honor level.	Yes	4
	No	0
A method to contact the webmaster is easy to find.	Yes	3
	No	0
Lodge website is updated by Youth. Each post should include an author.	Yes	3
	No	0
<i>The site contains links to:</i>		
a. Its council's website	Yes	1
	No	0
b. The SR-5 website	Yes	1
	No	0
c. The Southern Region website	Yes	1
	No	0
d. The National Order of the Arrow website	Yes	1
	No	0
Pages contain no apparent copyright or Intellectual Property violations. Commercial advertisements are not allowed.	Yes	3
	No	0
Pages contain anonymized information for Youth OA Members under 21 Years old. Forwarders are appropriate. I.e. chief@sr5.org	Yes	5
	No	0
Contact information for Lodge Officers and Committee Chairmen/advisers is available.	Scale (0-3)	_/3

Usability and Accessibility (11 Points)		
Website is mobile friendly.	Scale (0-4)	_/4
Navigation and menu bars should be available on each page with links back to the home page.	Scale (0-3)	_/3
Website loads in under 1 minute for high speed connections	Yes	4
	No	0

Social media pages do not qualify to be judged based on these standards.

Base Score (Maximum of 105)

Bonus Score (Maximum of 6)

TOTAL SCORE (Maximum of 111)

Website Lodge:

Judge's Lodge:

Judge's Name:

Judge's Cell Phone:

Judges: Please make explanatory comments on survey

Section Honor Lodge Petition for 2020 Lodge of the Year Award

LODGE NAME: _____

Please check each item achieved and attach supporting documentation where appropriate. Total possible points without winning an event is 659 points. A 70% (462 point) minimum must be achieved in order to be a Section Honor Lodge. The lodge with the highest overall score will be the Lodge of the Year. For scoring purposes, “previous year” means since the last Dixie Fellowship (April 28, 2019).

	<i>Points Possible</i>	<i>Points Awarded</i> Section Use Only
I. National Recognition:		
<input type="checkbox"/> Lodge achieved Thriving or High Performing PMP recognition (15 for Thriving, 25 for High Performing). <i>(A copy of the score sheet is attached to other supporting data. The copy must be of the original sent to National with proper signatures).</i>	25	
<input type="checkbox"/> Lodge charter is submitted to the National Office by December 31 of the previous year.	25	
<input type="checkbox"/> Lodge sent ten or more (youth or adult) total (if lesser, the lodge’s quota to the national program of emphasis) to the Nat’l OA Conference (or other National program of emphasis), all within the last two years (since April 29, 2018). <i>Event(s): _____ Delegation Size(s): _____</i>	20	
<input type="checkbox"/> Lodge sent three or more (youth or adult) total to a National Leadership Seminar, or adult(s) to DYLC or Philmont OA Adviser Conference, all within the last two years (since April 29, 2018). <i>Event(s): _____ Delegation Size(s) _____</i>	15	
<input type="checkbox"/> One or more youth from the lodge applied and attended or applied to and was rejected admittance to an Order of the Arrow National High Adventure program during the previous year. (e.g., OA Wilderness Voyage) <i>Attended: _____</i> <i>Name: _____ Program: _____ Admitted: _____</i>	10	
II. Section Participation:		
<input type="checkbox"/> All members of the Lodge Key Three or their appropriate designee (as approved by the Section Key Three) attended the November Council of Chiefs meeting.	15	
<input type="checkbox"/> Lodge participated in the One Day of Service in the previous year. <i>(Please attach an explanation of the project.)</i>	15	
<input type="checkbox"/> Lodge submitted an article for the “Five Feathers” by the announced deadline.	10	
<input type="checkbox"/> Lodge participated in events at the Dixie Fellowship: <i>(to be filled out by the Section Administration)</i>		
<input type="checkbox"/> Quest for the Golden Arrow (10 pts) <input type="checkbox"/> Knowledge and Training Award (15 pts) <input type="checkbox"/> Lodge Plan Book (10 pts) <input type="checkbox"/> Lodge Newsletter (10 pts) <input type="checkbox"/> Lodge Website (10 pts) <input type="checkbox"/> Craft Contest (5 pts) <input type="checkbox"/> Lodge Display (10 pts) <input type="checkbox"/> Totem Pole (5 pts)	135 max	

<input type="checkbox"/> Pre-Ordeal Ceremony (10 pts) <input type="checkbox"/> Brotherhood Ceremony (10 pts)		
<input type="checkbox"/> Team Dance (10 pts) <input type="checkbox"/> Team Singing (10 pts)		
<input type="checkbox"/> Parade of Braves (10 pts) <input type="checkbox"/> Individual Dance (10 pts)		
<input type="checkbox"/> Lodge provided all qualified judges required for Section competitions in writing to the appropriate Section Coordinator before Dixie Fellowship judging begins. These judges must fulfill their duties as assigned by the respective coordinator.		
<input type="checkbox"/> Training (2 pts per judge, up to 8)	34	max
<input type="checkbox"/> Quest for the Golden Arrow (4 pts)		
<input type="checkbox"/> Administration (2 pts per judge, up to 10)		
<input type="checkbox"/> American Indian Events (2 pts per judge, up to 12)		
<input type="checkbox"/> Lodge submitted a complete syllabus for their training session as requested in the Training Guidelines and provided sufficient copies for distribution to the other nine lodges at check-in.	10	
<input type="checkbox"/> A majority of the lodge's youth delegates attended all three training sessions.	50	
<input type="checkbox"/> Lodge came in first in the competitions below (<i>to be filled out and verified by the Section Administration</i>).		
<input type="checkbox"/> Quest for the Golden Arrow (15)	65	max
<input type="checkbox"/> Knowledge and Training Award (10)		
<input type="checkbox"/> Lodge Plan Book (5)		
<input type="checkbox"/> Lodge Newsletter (5)		
<input type="checkbox"/> Lodge Website (5)		
<input type="checkbox"/> Brotherhood Ceremony (5)		
<input type="checkbox"/> Lodge Display (5)		
<input type="checkbox"/> Team Singing (5)		
<input type="checkbox"/> Pre-Ordeal Ceremony (5)		
<input type="checkbox"/> Team Dance (5)		
<input type="checkbox"/> Lodge provided sufficient copies of each Administrative and AIA publication that the lodge competed in at the Dixie Fellowship, for distribution to the other nine lodges. <i>Circle: Yes or No</i>	15	
<input type="checkbox"/> Lodge won the C. Norman Alston Jr. Memorial Spirit Award.	10	
<input type="checkbox"/> Lodge provided 2 standard issue lodge flaps to the Section Adviser at the November Council of Chiefs for Dixie recognitions (15 points) or by the Friday COC at the Dixie Fellowship (5 points)	15	
<input type="checkbox"/> Lodge brings 100 lbs of canned food to the annual Dixie Fellowship canned food drive (can donate locally and provide receipt).	10	
<input type="checkbox"/> Lodge registers to attend Dixie with the lesser of: 15% of recharter membership or within 2 persons of delegation quota limitation. <i>Registered for Dixie: _____ Recharter Membership: _____</i>	20	
III. Year Round Lodge Activities / Programs		
<input type="checkbox"/> • The Lodge averages at least (10% = 5pts or 30% = 15pts) of lodge membership at the three largest lodge-wide events.		
<i>Activity 1: _____ Date: _____ Attendance: _____</i>	15	
<i>Activity 2: _____ Date: _____ Attendance: _____</i>		
<i>Activity 3: _____ Date: _____ Attendance: _____</i>		

<input type="checkbox"/> • Conduct at least one LLD during the year with qualified instructors using current materials. (3% of lodge members trained = 5 pts., 11% of lodge members trained = 15 pts.) <i>Date:</i> _____ <i>Attendance:</i> _____	15	
<input type="checkbox"/> Lodge sponsors or co-sponsors an annual Camp Work Day in the previous year. <i>Date:</i> _____ <i>Attendance:</i> _____	10	
<input type="checkbox"/> Deliver to the council measurable service in terms of the average tracked hours per lodge member. (7 hours of service = 5 pts., 17 hours of service = 15 pts.) <i>Hours of service:</i> _____ <i>Lodge members:</i> _____ <i>Hours of service per lodge member:</i> _____	15	
<input type="checkbox"/> Lodge makes a monetary/material contribution to either the Council’s endowment fund, the Council’s FOS program or the Maury Clancy Indian Campership Fund in the previous year. This monetary contribution could be to any of these programs in any combination of the three programs. (\$2 per lodge member = 5 pts., \$7 per member = 10 pts., \$29.50 per member = 25 pts.) <i>To whom:</i> _____ <i>Amount:</i> _____ <i>Recharter Membership:</i> _____ <i>To whom:</i> _____ <i>Amount:</i> _____ <i>To whom:</i> _____ <i>Amount:</i> _____	25	
<input type="checkbox"/> Lodge assisted the Council in some way with a council wide event in the previous year (ie. Council Show, Council Camporee, Council district camping, or Boy Scout Summer Camp). <i>Event:</i> _____ <i>Date:</i> _____	10	
<input type="checkbox"/> Lodge promotes communications by publishing at least four newsletters in the previous year.	10	
<input type="checkbox"/> Lodge invites at least one youth brother of another lodge in SR-5 to at least one Lodge event. (<i>Attach proof of communication</i>)	10	
<input type="checkbox"/> Lodge Chief (or his designee) is a voting member or in good standing of either/or: 1) Council Executive Board 2) Scouting/Camping Committee. (<i>A letter certifying standing and attendance is required and must be signed by the Council Executive or his designee</i>).	15	
<input type="checkbox"/> Lodge assisted its Council in Camp Promotions. (<i>Please attach a brief description of how you did so</i>).	15	
<input type="checkbox"/> Lodge planned and assisted one event that was beneficial to the Cub Scout program in the previous year. (<i>Please attach a copy explaining what the Lodge did</i>).	10	
<input type="checkbox"/> Lodge has implemented the Troop Order of the Arrow Representative program. (<i>Please attach a copy of how the lodge has implemented the program</i>).	15	
<input type="checkbox"/> Lodge completes Unit Elections of eligible units by 12/31/2019. (45% = 5 pts., 90% = 10pts.)	10	
<input type="checkbox"/> Lodge attains an Ordeal Induction Rate of (60% = 5 pts., 90% = 10 pts.) of those elected in 2019 by 12/31/2019.	10	
<input type="checkbox"/> Lodge attains a Brotherhood Conversion Rate from among eligible youth ordeal members of (30% = 5 pts., 43% = 10 pts.) in 2019.	10	

<input type="checkbox"/> Engage new youth lodge members within the first 6 months of membership in 2019. (20% = 5 pts., 50% = 15pts.) <i>New youth member engagement is defined as attendance at a lodge event within six months of induction. Please refer to OA LodgeMaster for more details.</i>	15	
<input type="checkbox"/> Experience positive growth in youth membership over the previous year. (At least one youth in growth = 5pts., at least 7% in growth = 15pts.)	15	
<input type="checkbox"/> Lodge has 8 or more social media posts since 4/29/2019 (1 required for Dixie 2020 advertising)	5	
<input type="checkbox"/> Lodge provided two (2) memorabilia items for game during Opening/Closing Show.	5	

Lodge Chief

Lodge Adviser

Lodge Staff Adviser

VI. Training Guidelines

Training Events Coordinator: Blake Parker

Email: training@sr5.org

Phone: * redacted *

Training Events Adviser: David Surrett

Email: davidcsurrett@gmail.com

Phone: (864) 710-3152

Contents:

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Training Coordinator's Note: This year, Training has been revisited on the national, regional, and now sectional level in order to ensure that we as an organization are giving our delegates quality and meaningful training sessions. We will be lessening the emphasis on the "Training for Points" part of these guidelines and focusing more on providing better training sessions for delegates for many years to come. Evaluations will be focused now on helping lodges train better in the future. We have shifted to wanting more engaging activities and personal leadership development as opposed to speeches and technical sessions. Thank you for understanding that Training is the core of section conclaves and it allows us to have the Arrowmen Advantage.

The following are the guidelines for the SR-5 Dixie Fellowship Training Program. Please pay attention to both the deadlines for training materials and the process of assigning the training sessions.

If a lodge wishes to change its assignment after the COC meeting, the change must be submitted by **January 18th, 2020** to the Section Key Three and the Section Training Coordinator and to the Training Adviser. **After January 18th, 2020**, a lodge **MAY NOT** change their topic and will need to present on their assigned topic at that time. Each lodge will choose their training topic in order of the scheduled Dixie Rotation (beginning with the Service Lodge) at the COC in November. Any lodge choosing not to use one of the listed topics must have this topic approved by the Section Training Coordinator and his Advisor. No lodge may train on any specific topic twice in a three-year period.

The judging system for the training includes two youth (16-21) and two adults from each lodge serving as judges. This system provides an opportunity for older youth who have participated in Dixie Fellowship previously to serve as a judge during the Training sessions. Furthermore, the use of youth and adults will provide for less bias to arise during the judging. And finally, the youth judges will provide a judging perspective of a peer rather than an adult judging a youth.

Lodge Training Assignments

Training Assignments for 2019:

Eswau Huppeday- How Do I Get Involved
Atta Kulla Kulla- Lodge Planning
Tsali- American Indian Drum and Sing
Itibapishe Iti Hollo- The Elangomat Program
Unali'Yi- OA High Adventure
Santee- OA at Summer Camp
Catawba- Accommodating for Diversity in the OA
Bob White- How to Run an Effective Ceremony Team
Muscogee- Intro to Pow Wow Style Group Dance
Skyuka- OA and Cub Scout Relations

Training Topic Assignments from 2018:

Skyuka – Elangomat Program
Eswau Huppeday – Old Scouting Traditions
Atta Kulla Kulla – OA at Summer Camp
Tsali – How to run an effective ceremonies team
Itibapishe Iti Hollo – BSA policies critical to your lodge operations
Unali'Yi – Cub Scouts in the OA
Santee – Lodge Activities
Catawba –Indian Village Crafts
Bob White – Planning and Conducting an Effective Lodge Leadership Development
Muscogee- Lodge Service to Council Community

Training Assignments from 2017:

Muscogee Lodge 221 – How do I get involved?
Skyuka Lodge 270 – Scout Spirit in the OA
Eswau Huppeday Lodge 560 – Dutch Oven Desserts
Atta Kulla Kulla Lodge 185 – Use of Social Media
Tsali Lodge 134 – American Indian Dance
Itibapishe Iti Hollo Lodge 188 – Lodge Activities
Unali'Yi Lodge 236 – Camp Promotions
Santee Lodge 116 – Lodge Planning
Catawba Lodge 459 – Conducting a Quality Ordeal
Bob White Lodge 87 – Enjoying OA High Adventure

A. Lodge Training Topic Ideas

Inductions

1. **Elangomat Program** - The Elangomat is one of the most crucial elements in the induction process including the Ordeal and leading up to Brotherhood conversion. The session should offer a brief overview on how an Elangomat act as a friend to the Ordeal candidate and how he should set the example for the candidate, including after the candidate has become a new member.
2. **Conducting a Quality Ordeal** – The Ordeal is a very important event for each lodge. This is the time where new members either get a good or bad taste about our Order. Since first impressions are crucial, it is very important for lodges to conduct a quality Ordeal. This course will teach Arrowmen how to conduct a quality Ordeal, and how to avoid bad first impressions.
3. **How to run an effective Ceremony Team** – It is very important to have a good and reliable ceremony team. At just about every lodge fellowship, you are performing ceremonies. Without a reliable ceremony team, the lodge is in trouble. This course will show different ways to have a quality ceremony team and how to keep them active, so that the lodge can depend on them.
4. **How to make Ceremonies meaningful** – Ceremonies are an important part of each Arrowman's OA experience. To ensure that everyone has the best experience possible we need to make our ceremonies as meaningful as possible. This course will give different methods and ways to make each ceremony as meaningful as possible. It will also be beneficial to see how different lodges conduct ceremonies and compare methods to improve your own lodge's ceremonies.
5. **How Do I Get Involved?** – A How to Session on getting Arrowmen involved in the Lodge.
6. **How to run a Good Induction: From Elections to Call-Outs-** Ordeal Candidates are an integral part of our order. How can we provide the best elections, Call-Outs and follow-up all prior to their Ordeal?

Indian Affairs

1. **Traditions of American Indian Culture** – Learn about the traditions of the Lenni Lenape and other tribes in the South East Region.
2. **American Indian Dance** – Ever wanted to learn about Dancing? This is for you! Learn about different styles of dance and how to dance.
3. **American Indian Drum and Song** – Ever wanted to learn about Drumming and Singing? This is for you! Learn about different songs and how to drum and sing

4. **American Indian Village Procedures** – Learn how to create and put on a successful American Indian Village.
5. **Beadwork** – Learn about the different styles of beadwork and what you can make with beadwork.

Outside of the Lodge

1. **Lodge Service to Council and Community** – The Order is not just a subsidiary of the BSA, but an honor society focused on cheerful service. As such, lodges have a responsibility to their respective councils when it comes down to service and volunteering. This session will better explain how lodges can effectively contribute to their councils and communities in general.
2. **Cub Scouting and the OA** – The lodge acts as an integral part of the council program. This session will focus on how you can work with another part of the council, Cub Scouts. It will teach you how to establish a great relationship with younger scouts in your area.
3. **The OA at Summer Camp** – What are some ways that your lodge can be involved in your council's summer camp program? This session will focus on incorporating the OA into summer camp program as well as getting Arrowmen on camp staff.
4. **Enjoying the OA High Adventure** – This workshop will offer information about and advantages of participating in the Order's High Adventure programs and bases including the new Louisiana Swamp Experience. How do you sign up? What changes your life & Scouting experience by participating? What have others learned and experienced?
5. **Troop OA Representative Program** – Build strong connections to troops by utilizing the Troop OA Representative Program

Lodge Administration

1. **Planning and Conducting an Effective Lodge Leadership Development Event** - We need not only to lead now, but also to train the leaders of tomorrow. This session will focus on how we can better serve our lodge by encouraging and developing leadership on a lodge level.
2. **BSA Policies Critical to Your Lodge Operation** – This may sound like a boring session but one incident within your lodge and the work of many years and brothers can easily be wiped out! What are the critical policies, procedures, and operational patterns that are vital and essential to a safe, wholesome, inviting, and renewing experience for all of your lodge members? Why is this topic important? What resources and personnel are available to assist and guide your lodge leadership in the execution of such policies?

3. **So you want to be an OA officer?** - So you want to be an OA officer? This course will show you the way to get there from Chapter all the way to National! You will learn everything from the responsibilities of office to the tips and tricks to getting elected. Come have fun learning the way to success through the offices of the OA!
4. **Lodge Planning** – What goals should our lodge set for the upcoming year? Setting goals is an important part of planning for lodges. Each year lodges should set personal goals and designate a plan on how to accomplish them. This course will discuss how lodges set goals, what kind of goals lodges should be setting, and how to accomplish the goals.
5. **Effective Lodge Leadership** – Since the Order of the Arrow is a youth run organization, it is very important for each lodge’s leadership to know how to run their lodge effectively. This course will show different leadership techniques and approaches on how to be an effective lodge leader.

Camping Promotions and Lodge Events

1. **Exciting Lodge Events** - A session focusing on ways to bring new exciting events to your lodge back home. Every lodge has a fall fellowship – here are some ways to do something original.
2. **Camping Promotion** – Shows how lodges can more effectively promote camping, both weekend trips and summer camp, to help their troops and council.
3. **Bringing the Outdoors to the OA** – This session will discuss the advantages, plans, safety needs and execution of a strong and wide outdoor adventure program within your lodge and how to share such events and opportunities with units in your Council. The Order began at camp and as we celebrate the next century we can learn how to renew our outdoor heritage and experience concretely for Arrowmen and Scouts to enjoy.
4. **Lodge Activities** – Learn how to create and plan create events and activities for your Lodge and Arrowmen.
5. **How to have a successful Dixie?** – Every lodge has their own way of preparing for Dixie concerning lodge themes, training sessions, ceremonies, AIA, and Quest events. Some lodges conduct mini Dixies at their spring event, or split the preparation for Dixie across the year. Learn how your lodge can be more prepared for Dixie!

B. SR-5 Training Calendar

The following is the Training Calendar that all lodges must follow. There will be a point deduction concerning the training award if a lodge fails to follow these deadlines.

- November 16th - Council of Chiefs; Topics will be assigned
- January 18th - All names and contact information for trainers are due to the Section Training Coordinator.
Any and all training topic changes must be submitted to the Section Training Coordinator and the Training Adviser. The Training Topic **cannot** be changed after this date.
- March 1st - Trainers must submit a complete syllabus for their session along with handouts, resources, and other information relating to the session, to the Section Training Coordinator and Adviser. All syllabi and other information must be sent in electronic form to the Section Training Coordinator (copy to Training Adviser). Please have your documents in a typed PDF or Word Document.
- April 1st - Any final changes to either syllabi or handouts/resources must be sent to the Section Training Coordinator with copy to the Training Adviser. Please also lay out the engagement component of your training session. The Lodge Chief must turn in two youth and two adult training judges at this time.
- April 24th - The Lodge Chief must turn in the Signed, Printed, and Completed Training Worksheet with all fields filled out properly.

C. Participation Pin Requirements

In order for a delegate to receive a Participation Pin, they must fulfill the requirements listed in the Passport that includes attending three hours of lodge training sessions and signing in or participating in American Indian Activities or Ceremonies whereas both activities need to get their cards stamped with their respective program stamps. If attending training, a delegate must attend three different lodge's trainings or one lodge and the special training program if invited. If someone is competing in, coaching, or judging wither American Indian Affairs, Ceremonies, or Trainings are eligible for the stamps for their respective programs. With either three training stamps or an American Indian Affairs or Ceremonies Stamp on their Participation Pin Card, they are eligible to turn their card in for a Participation Pin.

D. Dixie Passport

The Passport will be provided at the Dixie Fellowship to all Lodge Delegates. It will contain a schedule of training events and their locations, as well as their backup locations. There will be a participation pin requirement sheet for trainers to stamp, enabling the participants to receive the participation pin. For delegates competing in, judging, or coaching in the American Indian Events activities, the competition judges will stamp the passport.

E. Training Schedule

Training will begin at 9:00 AM and end at 11:45 AM Saturday morning. There will be three slots for the attendance of any session, each lasting approximately 50 minutes with a 10 minute transition time. Power will be provided if requested in lodge registration form. Training Sessions will be conducted in your assigned area.

F. Trainer Responsibilities

1. The trainer will need to submit a syllabus and handouts to the Training Coordinator and Advisor by March 1st.
2. They must attend three Section Training Chat Conference Calls in February, March, and Early April with multiple date and time offerings available per month. These conference calls will help the trainers understand their expectations and their role in benefitting the Dixie Delegates. Each month will help them improve their training session. February's Call will be about going from topic to training session and how to create a syllabus from that. March's Call will be about reviewing each Trainer's Syllabus with each individual trainer. April's call will be about These Train the Trainer sessions will allow the Trainers to deliver higher quality and more engaging sessions.
3. Attend the Trainers meeting after the Training Judges Meeting on Friday after the opening show at Dixie.
4. Tip: Use the Training Rubric to help build elements of your training session with the need of materials and engagement, for example.

G. Training Judges' Responsibilities

1. They will need to attend the Training Judges Meeting at the Training Feather after the opening show on Friday Night at Dixie. All Judges need to be present at that meeting unless they have spoken with the Section Training Coordinator.
2. At this meeting, each lodge will receive a folder with rubrics for each training session for each judge, along with instructions to complete the scoring rubric.
3. They need to attend their assigned sessions and complete a form for each session.
4. All Rubrics from all Training Judges from a Lodge must get put back in the original folder and given to the Section Training Coordinator by 1pm on Saturday.

H. Training Award

This year each lodge will be required to provide *two adult and two youth Arrowmen* to serve as judges. These judges must be named by April 5th and list of their names must be submitted to the training coordinator. Any Changes to the Training Judges must be made with the final submission of the Training Worksheet on the Friday Night COC at Dixie. These Arrowmen will be assigned during the Judges Orientation Meeting at random to various training sessions during the morning to judge them on the quality of the training material and overall presentation. These four judges will not judge together, will not judge trainers of their own lodge, and will only judge three sessions during the training. These judges will each judge three separate training sessions so that a lodge's set of judges will judge a total of 12 sessions. There will only be four judges present at a training session at any given time. A copy of the judges' scoring sheet to be used is included in this document. All training judges are expected to attend an orientation meeting on Friday night of Dixie Fellowship week-end to receive guidance, instruction, last minute changes and judging sheet packets. In order for a lodge to earn the training award they must complete the following:

- Assign a trainer by January 18th, 2020
- Assign four training judges (two youth and two adults) by April 5th
- Must send 3 delegates (2 youth and an adult) to the Section Wide Training
- The Trainers and Judges must complete all of their responsibilities as listed in Sections H and I
- Complete the Lodge Training Worksheet by the stated due dates

The Training Award will be given to the lodge with the highest point total taken from all of the judges assigned to them, removing the highest and lowest scoring rubrics for accuracy in grading. Point Deductions will occur to a lodge's overall point total if they fail to complete the above points at the discretion of the Training Coordinator and Advisor.

Training Attendance Percentage by Youth= (Number of Training Sessions youth from a lodge attended/3)/ (# of youth delegates at Dixie - # of Youth Involved in Ceremonies and American Indian Affairs)

I. Additional Training

In addition to the training sessions put on by the lodges, there may be additional training sessions put on during the same time as the lodge training sessions on Saturday. These sessions will not be scored as a part of the competition for the training award. They will focus on topics not covered by the lodge training sessions, such as leadership skills and American Indian Events.

Dixie Fellowship Training Score Sheet

Name of Trainer: _____ Lodge: _____

Trainer's Cell Phone Number (with Area Code): _____ - _____

Name of Judge: _____ Lodge: _____

Judge's Cell Phone Number (with Area Code): _____ - _____

Name of Training Session: _____

Judge's Signature: _____

Training Coordinator's Signature: _____

Evaluation Item	Max Points	Score	Judge's Comments & Explanations for Points Deducted	Moderator Score (Leave this blank)
Preparation				
Organization	10			
Materials	10			
Presentation				
Body Language	5			
Volume	5			
Filler Words (not too many umm's, oh's etc.)	5			
Flow	5			
Eye Contact	5			
Enthusiasm and Spirit	5			
Content				
Staying on Subject	5			
Use of Visual Aids	5			
Use of Time	5			
Engagement				
	25			
Total Score (For Section use only.)	115			

Judges: Make sure all categories are scored. No Zero Scores. Explain each point deducted; points deducted without an explanation will be given back to the Trainer. Score sheets without any explanations will be thrown out entirely.

Training Worksheet

Lodge Name: _____

Training Topic: _____

Please email the following document, on 3 the occasions as noted in each section, with the proper attachments, to the Section Training Coordinator with the Training Advisor cc'd. Turn in the full worksheet in person at the Friday COC at Dixie with no attachments. Submit any changes of the below information with the next submission.

Trainer's Info

Due through email by: January 18th, 2020

Name: _____

E-Mail: _____

Cell Phone Number: _____

Resource Cover Page

Due through email by: March 1st, 2020

Please attach the syllabus along with handouts, resources, and other information relating to your session.

Resource Resubmission with Engagement and Judges

Due through email by: April 5th, 2020

Please resubmit all handouts, resources, and other information that will be used in the training session with proper changes along with the more detailed engagement component.

Training Judges Assignment	Youth	Adult
Name		
Name		

Training Judges need to be at the Training Judges Meeting Following the Friday Opening Show. There will be a Trainers meeting following the Trainer Judges Meeting.

(See Second Page)

Final Remarks

Due in person by: April 24th, 2020

Please report the number of individuals that fall into each category. The total in the bottom right square should equal the total number of Delegates that are representing your lodge at Dixie this year.

	Youth	Adults	Total
Involved in Ceremonies during Training			
Involved in American Indian Affairs Activities During Training			
Not involved in Ceremonies or AIA			
Total			

This will help us better calculate Lodge Training Attendance Ratios.

Training Syllabus Outline

Lodge Name: _____

Training Topic: _____

I. Training Outcomes (What are at least three things students should be able to know, think, or do as a result of your training session?)

II. Training Outline (Break down your Training Session into chunks of time and how you plan to use those chunks)

Example:

- A. Session Setup
- B. Opening
- C. Topic A
- D. Activity A
- E. Topic B
- F. Topic C
- G. Engagement Activity
- H. Closing
- I. Session Cleanup

III. Engagement Component (How will you actively engage your attendees? What activity are you going to lead to help integrate your topic?)

IV. Arrowman Application (How can arrowmen bring back what they learned in your training session to make their lodge, troop, school and community a better place?)

VII. Shows Guidelines

Shows Coordinator: Tommy Kepley

Email: shows@sr5.org

Phone: * redacted *

Shows Adviser: William McCormick

Email: muscogee06chief@gmail.com

Phone: (803) 516-5854

Contents:

Friday Night Show

Saturday Night Show

Sunday Morning Show

Friday Night Show

6:30 PM: The music will begin playing as the Lodges are showing up.

7:10 PM: Instead of individual games, we are planning on having mascot games, with the fist being here. We will need judges for the various mascot competitions (3)

Pre-Show officially starts at 7:30 PM

7:30 PM: Show introduction and another mascot game

7:40 PM: Begin Family Feud with one/two competitors from each lodge (split into north vs south maybe, so it'd be two teams of 5), 4 questions, ie 4 rounds

8:20 PM: Depending on how long family feud takes, we will have up to 2 more mascot games

8:25 PM: wrap up pre-show and ensure ready for show

Show officially starts at 8:30 PM

8:30 PM: Lodge Chief Entrance (need to figure this out still)

8:45 PM: Introduction of the Section Officers and Lodge Chiefs.

8:55 PM: Once all of the Section Officers are introduced, the Section Chief will give a brief explanation of the Dixie's theme

9:05 PM: Dismissal

Saturday Night Show

7:15 PM: The winning team from family feud will play the "fast money" round of family feud. We will need (a) grand prize(s) for the winning team.

Show Officially starts at 7:30 PM

7:30 PM: The Section Chief will take the stage and summarize the Dixie.

7:35 PM: A video showing the weekend as a whole will play (If the equipment is available).

7:35 PM or 7:40 PM: last nominations will take place for the Section election.

7:40 PM: Group dance will begin, taking breaks in between for the Section Elections as needed.

9:00 PM: Dismissal

Sunday Morning Show

8:00 AM: Chapel Starts.

8:30 AM: Awards begin.

9:30 AM: Next Host Lodge Key 3 introduced.

9:40-10:00 AM: Dismissal

Family Feud Resources:

[Family Feud General Rules](#)

VIII. Special Events

Special Events Coordinator: Chandler Hackett

Email: specialevents@sr5.org

Phone: * redacted *

Special Events Adviser: Jakob Helderman

Email: jwright7631@gmail.com

Phone: (864) 349-7818

Contents:

Contents:

VIA Luncheon

Adult Fellowship

1) VIA (Very Important Arrowman) Luncheon

- 5 Tickets per Lodge ; 3 youth, 2 adult
 - Lodge Chief
 - Executive Committee Member
 - Youngest/newest Arrowman in delegation
 - Lodge Adviser
 - Any other adult chosen by Lodge Adviser

- Keynote Speaker(s) Session
 - National Officer (if present)
 - Special Guests
 - Past National/Section Officers

IX. SR-5 Section Officer Elections Procedures

- A. All requirements to run for Section office adhere to the Field Operations Guide.
- B. 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.
- C. 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.
- D. 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 Adviser (or his adult designee) will record the number of votes for each candidate on a voting sheet provided by the Section Administration.
- E. The Lodge Adviser will then give the voting sheet to a Section Election Official designated by the Section Administration.
- F. A Section Election Official will enter all voting sheets onto a computer spreadsheet under the observation of the Section Adviser. Each candidate has the opportunity to physically see the voting sheets and the votes as they are entered into the computer. 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.
- G. A majority must be reached for a candidate to win the election.
- H. 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.
- I. 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.
- J. 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 he is not successful in his attempts.
- K. Nominations will be re-opened for subsequent elections.
- L. The officer conducting Section Officer elections shall be the outgoing Section Chief, or his designee (with the approval of the Section Adviser). If the Section Chief is seeking another term as a Section Officer, he must appoint another youth to run the election.

Respectfully Submitted,

Hunter Hackett | SR-5 Section Chief, '19-20

