

2005 Dixie Fellowship *SR-5 Section Conclave*

April 22-24, 2005
Muscogee Lodge
Camp Barstow
Indian Waters Council

Guidelines

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Preface

Enclosed within is the 2005 Dixie Fellowship Guidelines for events. Please check the Section website at www.sr5.org for updates, progress reports and issues for discussion pertaining to this packet.

If you have any further questions about the packet in any form, please do not hesitate to contact one of the following individuals:

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Frank Sturges
3311 Nancy Creek Road
Charlotte, NC 27270
(704) 846-6245
chief@sr5.org

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STAFF ADVISER

Chuck Hanchey
49 Flat Rock Lane
Ridgeway, SC 29130
(803) 337-4072 (Home)
(803) 337-4083 (Fax)

Dixie Rotation Schedule

2005 Muscogee

2006 Bob White

2007 Tomo Chi-Chi

2008 Skyuka

2009 Eswau Huppeday

2010 Atta Kulla Kulla

2011 Tsali

2012 Itibapishe Iti Hollo

2013 Unali'yi

2014 Santee

2015 Catawba

I. Service Lodge Information

*Dixie Vice-Chief: **Hunter Eisele**
contact email: **huntere221@aol.com***

*Dixie Adviser: **Brad Hutto**
Contact email: **cbhutto@aol.com***

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, specifically during travel to and from the fellowship, during all shows, during Saturday evening supper, and during the chapel service/awards ceremony.
3. Attend the planned and general training sessions.
4. Confine the trading and swapping of Scout related items to free periods and in designated areas only.
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. Shirts and shoes will be worn at all times in accordance with BSA policy.
11. No alcohol will be allowed on camp property.
12. Observe BSA tobacco use policy.
13. Respect the fellowship rules prohibiting the use of fireworks and firearms.
14. Not buy nor sell items at the fellowship other than at the Trading Post or at "Expo". I understand that the Trading Post is the only official source for the purchase of items.
15. Not to leave camp without permission of the fellowship headquarters.
16. Remember that I am a guest of Muscogee Lodge, of the Indian Waters Council, and of Camp Barstow.
17. Park only in designated areas.
18. Abide by the BSA Guide to Safe Scouting.

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 premises.

General Information

When and Where

The 2005 Dixie Fellowship will be held on the weekend of April 22-24, 2005 at Camp Barstow, located near Batesburg, SC. Driving directions will be posted on the Dixie Fellowship web page, which is <http://www.dixiefellowship.com>. The directions will also be included with the Lodge Registration packet.

Theme

From even your first experience in the Order, you were taken around the circle. The Order, and Native American traditions are based around the circle. The circle is symbolic of the bonds of Brotherhood. So Brothers, at this 2005 Dixie Fellowship, we challenge you to "Take your place in the circle".

Cost

The fee for this year's Dixie Fellowship will be \$24.00 per delegate. This fee includes Meals, Delegate Patch, Camp Usage Fee, Program, and BSA Insurance. The Participation Pins will be sold to each Lodge in the Trading Post and will be available for purchase on Saturday afternoon. We ask that each Lodge purchase the pins at \$2.00 each and distribute them to their Lodge members who have met the requirements for the participation pin.

The staff fee will be \$57.00, which will include Meals, Delegate Patch, Camp Usage Fee, Program, BSA Insurance, Staff Patch, Staff T-shirt, Staff Hat, and Participation Pin.

Participation

All participants must be active members of a SR-5 Lodge and registered with the BSA. Each Lodge will be guaranteed 85 slots until after January 21, 2005 after which unused slots may be made available to other lodges.

Health and Safety

Along with the pre-registration forms, each delegate is responsible for filling out and turning in a BSA Class 1 Medical Form. 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 check-in personnel at the check-in station, upon arrival to camp.

Medical personnel will be on hand the entire weekend and arrangements have been made in case of an emergency. Camp Barstow's emergency phone number is (864) 445-4991.

Camping Arrangements

Each lodge will be assigned a campsite prior to arrival. Campsite assignments will be made based on two criteria: (1) the size of the delegation and campsite capacity, (2) the timeliness of the payment of registration fees and pre-orders. Restroom facilities will be available throughout camp. Shower facilities are also available. Bring your own tent. Some campsites will have limited Adirondacks. In sites that do not have Adirondacks, the Service Lodge will provide four BSA wall tents with platforms and two cots each.

Lodges will be notified of the accommodations in their assigned campsite so that they can plan accordingly.

Dining Arrangements

All meals will be prepared at the camp’s Dining Hall. Delegates will dine in the designated areas in and around the Dining Hall. Those with special dietary needs should indicate them on their registration form and we will make every effort to accommodate.

Parking

We will have very limited parking available. 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. We reserve the right to issue and require vehicle passes to enforce this ratio.

Upon arrival at camp, each delegation will offload their gear at a designated area. The Service Lodge will transport the gear to the assigned campsite.

Lodges may designate up to one vehicle and one trailer to remain parked in the campsite. Parking permits provided for these vehicles/trailers must be displayed at all times.

Trading Post Operation

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

Mailing Address

Send all registrations, pre-orders, and payments to:

Muscogee Lodge
Dixie 2005 Registration
PO Box 144
Columbia, SC 29202-0144

Contact Information

If you have any questions, comments, or concerns please contact the Dixie Vice-Chief, Dixie Adviser, or the Indian Waters Council

Hunter Eisele, Dixie Vice-Chief	(803) 609-7783	HunterE221@aol.com
Brad Hutto, Dixie Adviser	(803) 536-1808	cbhutto@aol.com
Council Office	(803) 750-9868	
Camp Barstow	(864) 445-4991	

Payment Schedule

Deadlines

The dates below are required in order to meet host lodge expenses and schedules:

Pre Orders (Paid in Full) and \$10 deposit per delegate	January 21, 2005
Balance of Registrations due (\$14 per delegate)	March 18, 2005

Make checks payable to “Boy Scouts of America”

Mail all Pre Orders and Dixie 2005 Registration to:

Muscogee Lodge
Dixie 2005 Registration
PO Box 144
Columbia, SC 29202

*No Pre-Orders will be accepted after January 21, 2005. Delegate fees are transferable but not refundable.

Staff Items

Council of Chief members can preorder or purchase unlimited staff polo shirts, staff t-shirts, and staff hats. Additionally, Council of Chiefs members may preorder or purchase up to 5 staff patches. We will also provide all COC members with a nametag. Service lodge staff will have one staff patch and one each of the other staff items listed above included in their fee. Service lodge staff may purchase unlimited staff polo shirts, staff t-shirts, and staff hats and four additional staff patches. Staff patches not sold to COC and Service Lodge staff will be available to the brothers of Muscogee Lodge on a first come, first served basis at the conclusion of Dixie.

Use of “Dixie Fellowship”

Items that may use the wording “Dixie 2005”, “Dixie Fellowship”, “Dixie Host”, “Dixie Host Lodge”, “Dixie Conclave”, “SR5 Conclave”, and “Dixie Service Lodge” include the following: ditty bags, signage, service lodge flap, workday patches, paperwork, 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 must be approved by the Section Key 3.

Dixie Expo

On Friday between 4:00 p.m. and 8:00 p.m. we propose to conduct a “Dixie Expo” to give those Arrowmen not involved with registration or the COC Meeting some activities to enjoy before the opening show. This will include booth displays from various organizations, agencies or companies with Scouting appeal, and may include other activities as well. For the convenience and interest of the delegates, we further request that this Expo be granted such latitude to allow some companies or organizations to sell products if it is determined in advance by the Section Key 3 that those sales are not in competition with the Trading Post.

Schedule

Friday 4/22/05

12:00-8:00	Check-In	O'Tuel Building
4:00-8:00	Dixie Expo	Basketball Court
6:30-8:00	Key 3 Dinner/COC	Ecology Shelter
8:15	Assembly	Parade Field
8:30	Opening Show	Council Ring
10:30	Cracker Barrel Patch Trading	Dining Hall
10:45	Judges Meeting	Ecology Shelter / Council Ring
11:00	Taps	

Saturday 4/23/05

7:00	Reveille	
7:15-8:30	Breakfast	Dining Hall
8:00	Tug-O-War weigh-in	Swimming Area
8:30	Assembly	Parade Field
8:45-12:00	Pre-Ordeal Ceremony Competition Brotherhood Ceremony Competition	Council Ring Ceremony Ring
9:00-9:45	Training Session I	Gilwell Field
10:00-10:45	Training Session II	Gilwell Field
11:00-11:45	Training Session III	Gilwell Field
12:00-1:00	Lunch	Dining Hall
1:00	Assembly	Parade Field
1:10-1:30	Cross Country Run	Pavilion
1:30-5:30	Quest for the Golden Arrow Team Sing Parade of Braves	Various Locations Ecology Shelter Council Ring
	Individual Dance Competition	Dance Arbor
5:45-7:00	Dinner	Dining Hall
7:15-10:00	Show/Elections/Group Dance	Council Ring
10:00	Cracker Barrel Patch Trading	Dining Hall
11:00	Taps	

Sunday 4/24/05

6:30	Vigil Rededication	Chapel
7:00	Reveille	
7:15	Assembly	Parade Field
7:30-8:45	Breakfast COC	Dining Hall Ecology Shelter
9:00	Chapel/Awards Ceremony	Council Ring

Menu

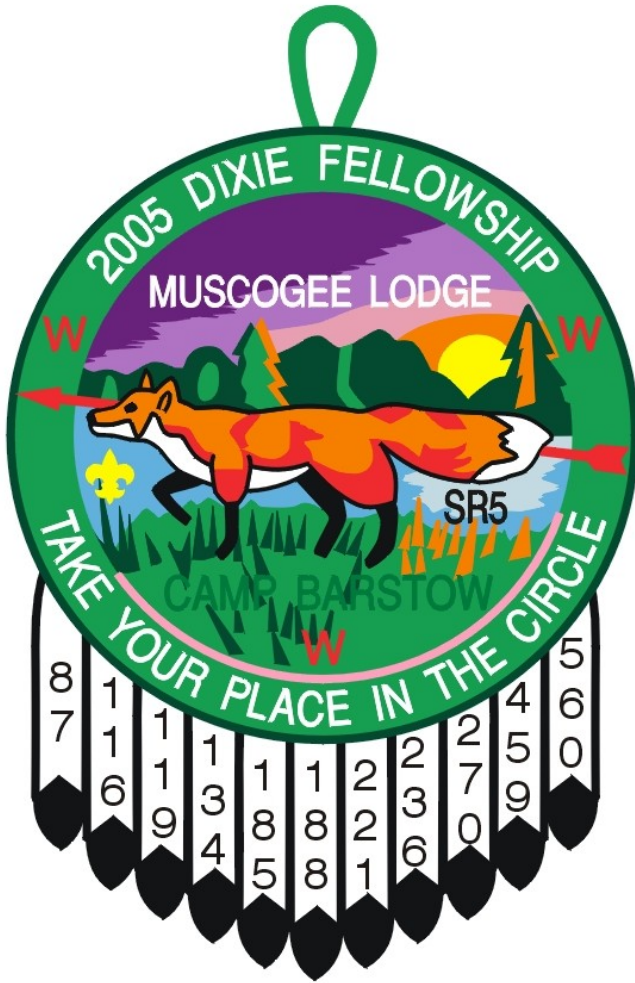
FRIDAY
<u>STAFF/COC DINNER</u> Hamburger Steak Grilled Onions Fries Green Beans Dinner Rolls Dessert (TBD) Iced Tea Coffee

SATURDAY
<u>BREAKFAST</u> Scrambled Eggs Biscuits Sausage Patties Potato Rounds Cereal Jelly Orange Juice Coffee
<u>LUNCH</u> Turkey Hoagies Chips Dill pickle spears Dessert (TBD) Lemonade Coffee
<u>DINNER</u> BBQ Chicken Baked Beans Cole Slaw Corn on the Cob Dessert (TBD) Iced Tea Coffee

SUNDAY
<u>BREAKFAST</u> French Toast Sausage Links Warm Syrup Cereal Fruit Orange Juice Coffee

FRIDAY & SATURDAY CRACKERBARREL
(To Be Determined)

Patch Designs



3-1/2" x 4-3/4"

ALL with button loops

Note that pink line is not on patch but is here shown only to distinguish between grass and green background



Budget

<p>Proposed Budget 2005 Dixie Fellowship</p>

Delegates	935
Staff	<u>150</u>
Total Attendees	<u><u>1085</u></u>

INCOME	Qty	Unit	Total
Advance from Catawba			\$400.00
Participant Fees	935	\$24.00	\$22,440.00
Staff Fees	150	\$57.00	\$8,550.00
Trading Post Pre-Orders & Sales			\$46,426.00
<i>Delegate patch</i>	1715	\$4.00	\$6,860.00
<i>Participation Pin</i>	935	\$2.00	\$1,870.00
<i>Chenille</i>	500	\$20.00	\$10,000.00
<i>Hat Pin</i>	500	\$3.00	\$1,500.00
<i>Neckerchief</i>	400	\$13.00	\$5,200.00
<i>Mug</i>	144	\$9.00	\$1,296.00
<i>T-shirt</i>	250	\$12.00	\$3,000.00
<i>Backpatch</i>	600	\$10.00	\$6,000.00
<i>Hat</i>	300	\$10.00	\$3,000.00
<i>Staff Patch</i>	750	\$4.00	\$3,000.00
<i>Staff T-shirt</i>	100	\$12.00	\$1,200.00
<i>Staff Polo Shirt</i>	100	\$25.00	\$2,500.00
<i>Staff Hat</i>	100	\$10.00	\$1,000.00
TOTAL INCOME			\$77,816.00

EXPENSES

Trading Post & Custom Items			\$30,587.20
<i>Delegate patch</i>	2800	\$1.26	\$3,528.00
<i>Participation Pin</i>	1085	\$2.24	\$2,430.40
<i>Chenille</i>	500	\$9.70	\$4,850.00
<i>Hat Pin</i>	500	\$1.12	\$560.00
<i>Neckerchief</i>	400	\$9.66	\$3,864.00
<i>Mug</i>	144	\$7.45	\$1,072.80
<i>T-shirt</i>	250	\$8.45	\$2,112.50
<i>Backpatch</i>	600	\$2.68	\$1,608.00
<i>Hat</i>	300	\$7.80	\$2,340.00
<i>Staff Patch</i>	900	\$1.26	\$1,134.00
<i>Staff T-shirt</i>	250	\$8.45	\$2,112.50
<i>Staff Polo Shirt</i>	250	\$12.10	\$3,025.00
<i>Staff Hat</i>	250	\$7.80	\$1,950.00
Administration & Registration			\$368.05
Awards			\$2,800.00
Camp Usage Fee			\$5,425.00
Facilities			\$8,175.00
Food Service			\$16,227.50
Health & Safety			\$350.00
Hospitality & Ditty Bag			\$2,700.00
Indian Events			\$600.00
National Insurance Fee			\$2,658.25
Publications			\$2,000.00
Quest & Training			\$400.00
Section Expenses			\$2,500.00
Security, Parking, Communications			\$525.00
Shows & Programs			\$2,500.00
TOTAL EXPENSES			\$77,816.00
		Total Income	\$77,816.00
		Total Expenses	\$77,816.00
		Net	\$0.00

Dixie 2005 Proposed Budget

ITEM	Price	TOTAL
Delegate Fees		
BSA Insurance	2.45	
Camp Usage Fee	5.00	
Food Service	15.00	
Delegate Patch	1.26	
Ditty Bag	1.74	
Offset from Supplies	-1.45	
		\$24.00
Staff Fees		
Staff Patch	\$1.26	
Staff T-Shirt	\$8.45	
Staff Polo Shirt	\$12.10	
Staff Hat	\$7.80	
BSA Insurance	\$2.45	
Camp Usage Fee	\$5.00	
Food Service	\$15.00	
Delegate Patch	\$1.26	
Participation Pin	\$2.24	
Ditty Bag	\$1.74	
Offset from supplies	\$-0.30	
		\$57.00

FACILITIES	
Trash Removal (dumpsters)	\$600.00
Porto Jons	\$750.00
Wash Basins	\$200.00
Tents for dining, training, etc	\$4,675.00
Golf Carts / Shuttle	\$750.00
In Camp Signage	\$400.00
Propane	\$100.00
Supplies (trash bags, toilet paper, etc.)	\$200.00
Miscellaneous	\$500.00
	<u>\$8,175.00</u>

SHOWS & PROGRAMS	
Entertainment	\$1,000.00
Lighting & sound	\$400.00
Bleachers	\$500.00
Stage Materials	\$300.00
Audio/Video Production	\$100.00
Miscellaneous	\$200.00
	<u>\$2,500.00</u>

AWARDS	
Awards	\$2,500.00
Nametags	\$300.00
	<u>\$2,800.00</u>

ADMINISTRATION & REGISTRATION	
Printing & Mailings	\$250.00
Miscellaneous	\$118.05
	<u>\$368.05</u>

SECTION EXPENSES	
Section Expenses	\$2,100.00
Advance to next Host Lodge	\$400.00
	<u>\$2,500.00</u>

NATIONAL INSURANCE FEE	
\$2.45 per person	<u>\$ 2,658.25</u>

SECURITY, PARKING & COMMUNICATIONS	
Printing and passes	\$100.00
Parking Signage & Materials	\$150.00
Directional Signage	\$150.00
Gas (shuttles)	\$125.00
	<u>\$525.00</u>

PUBLICATIONS	
Printing (Paper/Toner)	\$300.00
Copier Rental/Service	\$300.00
Section Support	\$100.00
Dixie Booklets & Meal Tickets	\$1,300.00
	<u>\$2,000.00</u>

HOSPITALITY	
Ditty Bags	\$2,000.00
Snacks & Beverages for Judges	\$200.00
Snacks & Beverages for Staff/Section	\$200.00
Campsite Hosts	\$100.00
Miscellaneous	\$200.00
	<u>\$2,700.00</u>

QUEST & TRAINING	
Event Supplies	\$400.00
	<u>\$400.00</u>

HEALTH & SAFETY	
First Aid Kits (12)	\$180.00
Medical Supplies for Medical Personnel	\$170.00
	<u>\$350.00</u>

INDIAN EVENTS	
Program Supplies (lights, sound, props)	\$500.00
Miscellaneous	\$100.00
	<u>\$600.00</u>

CAMP USAGE FEE	
\$5 per person	<u>\$ 5,425.00</u>

FOOD SERVICE			
Meal	# Persons	Cost Each	Total
Friday Lunch	75	\$1.50	\$112.50
Friday Supper	150	\$1.75	\$262.50
Friday Crackerbarrel	1085	\$1.75	\$1,898.75
Saturday Breakfast	1085	\$1.75	\$1,898.75
Saturday Lunch	1085	\$3.25	\$3,526.25
Saturday Supper	1085	\$3.75	\$4,068.75
Saturday Crackerbarrel	1085	\$1.75	\$1,898.75
Sunday Breakfast	1085	\$1.75	\$1,898.75
Sunday Lunch	150	\$1.75	\$262.50
Key 3 Social	50	\$8.00	\$400.00
			\$16,227.50

II. Quest for the Golden Arrow

*Program Coordinator: Ryan Bajan
contact email: rbajan@erskine.edu*

Quest Event Judging Assignments:

- Muscogee- Tent Pitching
- Bob White- Rope Throw
- Tomo Chi-Chi- Egg Toss
- Skyuka - Tomahawk Throw
- Eswau Huppeday- Knot-Tying Relay
- Atta Kulla Kulla- Arrow/Softball Throw
- Tsali- Canoe Race
- Itibapishe Iti Hollo- Fire Building
- Unali'yi- Chariot Race
- Santee- Cross Country Run
- Catawba- Archery

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.

Article I.

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.

Article II.

Lodge Sponsored Events

A. Archery

1. Each lodge is allowed one (1) contestant.
2. Each lodge will shoot five (5) arrows from a distance of thirty (30) yards and five (5) arrows from twenty (20) yards.
3. Scoring will be as follows:
 - a. Bull's Eye = 11 points
 - b. One ring from center = 9 points
 - c. Two rings from center = 7 points
 - d. Three rings from center = 5 points
 - e. Four rings from center = 3 points
 - f. Five rings from center = 1 point
4. If there is a tie, contestants tying will shoot five (5) arrows from a distance of thirty (30) yards to break the tie. If another tie occurs, the same procedure will be followed until the tie is broken.
5. The service lodge will furnish one (1) bow and thirty (30) arrows. Standard forty-eight inch BSA targets will be furnished by the service lodge. No sighting will be used. (Finger tabs and arm guards are encouraged but will not be provided.)
6. The bow will be thirty-five (35) pounds pull and the arrows approximately thirty-one (31) inches long.
7. Each contestant will be allowed two (2) practice arrows from each distance before actual scoring begins.

B. Chariot Race

1. Each lodge may enter one (1), seven (7) man team.
2. The object of the competition is to lash three (3) poles together to form a triangle.
 - a. One (1) diagonal lashing at the top.
 - b. Two (2) square lashings at the bottom.

Note: Lashings will be judged according to the Pioneering Merit Badge book.
3. 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.
4. 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.
5. Any incorrect lashing will result in a minute time penalty, up to three minutes maximum.
6. Three (3) six-foot (6') poles and two (2) to three (3) inches in diameter will be used.
7. Judges must have:
 - a. Two (2) stopwatches
 - b. Knowledge of diagonal and square lashings

- c. Pioneering Merit Badge booklet.
- d. Three approximately 20ft. or longer lengths of 1/4in. manila rope.

C. Canoe Race

1. Each lodge may enter one (1), seven (7) man team.
2. Each lodge will run separately using the same canoe. All races will begin and end from the same designated point(s).
3. Life jackets must be worn at all times.
4. Kneepads may be used but will not be provided.
5. Seven (7) paddles will be provided (Single Blade).
6. There will be two (2) judges at this event.
7. Places will be determined by time elapsed from start to finish.
8. All body parts must stay in the canoe.
9. All contestants must have a medical check and be of “swimmer” status. (To be verified by Lodge Adviser).
10. Each lodge will get one (1) practice run in the competition canoes prior to the race.

D. Fire Building

1. Each lodge may enter a four (4) man team.
2. 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.
3. The fire building materials must not touch or rise above the first string.
4. The fire lay is to be cleared completely after each attempt.
5. Any team using one of the following methods to light the fire will receive time reductions as listed:
 - a. One match = no time reduction
 - b. Flint and steel* = 30 seconds time reduction
 - c. Bow and string = 60 seconds time reduction
6. Each team must provide their own fire building materials (all must be natural).
7. The winner will be the team that burns both strings in the shortest amount of time.
8. The fire may not be moved once it has begun.
9. Timing will begin once the materials are placed under the string.
10. There will be two (2) judges for this event.
11. 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.

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

E. Knot-Tying Relay

1. Each lodge may field a six (6) man team. In relay fashion, one person to be asked to tie a different knot by the judge.
2. The team will not know which knot each member will tie.

3. The six (6) knots are:
 - a. Square Knot
 - b. Bowline
 - c. Sheetbend
 - d. Taut-line hitch
 - e. Clove hitch
 - f. Two-half hitches
4. The team with the best time wins and timings will start when the word "GO" is issued by the judge.
5. Each knot must be tied correctly.

F. Egg Toss

1. Each lodge may enter (2) contestants.
2. Contestants will throw a raw egg over a raised crossbar ten feet (10') long and ten feet (10') high. The contestants will be thirty feet (30') apart from each other.
3. The contestants may not enter the fifteen feet (15') that separates them from the crossbar. If they do cross into this area, the toss that occurred during the infraction will not count.
4. The winner is the team with the highest number of successful tosses in which the egg remains unbroken, within two (2) minutes.
5. The service lodge will provide one dozen (12) eggs for this event.
6. The egg must be thrown and caught bare handed with no gloves.
7. There will be two (2) judges for this event.

G. Tent Pitching

1. Each lodge is allowed two (2) contestants.
2. A BSA Series Free Spirit One will be pitched by the two (2) contestants in the correct manner.
3. The tent and all necessary equipment will be supplied by the service lodge.
4. 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."
5. The tent must be properly pitched.

H. Rope Throw

1. Each lodge is allowed one (1) contestant.
2. Objective is for the contestant to:
 - a. 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.
 - b. 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).
 - c. Hoist the log off the ground (The log must clear the ground completely).
 - d. Run back to the starting point and tie a clove hitch to a stake.

3. The stake is to be four feet (4' high and three-eighths (3/8") in diameter).
4. The contestant will be allowed three tosses at the crossbar. The crossbar will be twenty-five feet (25') away from the starting point.
5. 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.
6. Disqualifications will result from:
 - a. Failure to clear bar in three (3) tosses.
 - b. Incorrect knots at either end.
 - c. Failure of the log to clear the ground at completion.
7. Gloves may be worn but will not be provided.
8. Cleats may not be worn.

I. Tomahawk Throw

1. Each lodge is allowed one (1) contestant
2. Each lodge will throw three (3) tomahawks from a distance of no less than ten (10) feet.
3. Scoring will be as follows, where each ring is two (2) inches wide and the bull's eye has a diameter of four (4) inches:
 - a. Bull's Eye – eleven (11) points
 - b. One (1) ring from center – six (6) points
 - c. Two (2) rings from center – three (3) points
 - d. Three (3) rings from center – one (1) point
 Points will be awarded on the basis of the closest ring to the center the tomahawk is touching.
4. The service lodge will furnish an adequate number of tomahawks and three (3) targets.
5. The thrower is allowed three (3) practice throws. He retrieves his tomahawks and comes back to the throwing line. He then throws his three (3) tomahawks. The tomahawk must remain stuck in the target to be scored.
6. Each target is to be made of a minimum eight (8) inch thick and twelve to eighteen (12 – 18) inch diameter, solidly fixed a minimum of two (2) feet above the ground

J. Arrow/Softball Throw

1. Each lodge is allowed two (2) contestants – one (1) for Arrow Throw and one (1) for Softball Throw. The same contestant may do both.
2. Objective is for the contestant to:
 - a. Throw a wooden arrow for as far as the contestant may without crossing the boundary.
 - b. Throw an official ASA softball as far as the contestant may without crossing the boundary.
3. The contestant will be allowed one (1) fault (crossing the boundary) per throw.
4. The contestant will be allowed one attempt at each throw.
5. The service lodge will provide arrow and softball.

6. 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.
7. A standard wooden target arrow consisting of three fletching and thirty inches in length with a target point will be used.

K. Cross Country Run

1. Each lodge may enter one (1), five (5) man team.
2. Objective will be to complete the course as quickly as possible, running from the starting point, through four (4) relay stations, to the finish line. A team member will be stationed at the starting point and at each relay station, to run the race to the next relay station or finish line.
3. Points will be awarded based on placement at the finish line.
4. The total length of the race will be two and one-half (2 1/2) miles with relay stations at one-half (1/2) mile intervals.
5. No cleats or spikes.
6. No running barefoot.
7. Contestants will walk the course opposite of the way it will run before the race.
8. The service lodge will supply eleven (11) batons.
9. The following points will be allocated:

1 st	11 points	6 th	6 points
2 nd	10 points	7 th	5 points
3 rd	9 points	8 th	4 points
4 th	8 points	9 th	3 points
5 th	7 points	10 th	2 points
		11 th	1 point

Article III.

Section Sponsored Events

A. Tug-of-War

1. 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.
2. The rope will have three (3) flags:
 - a. One (1) at the center
 - b. Two (2) at an equal distance apart from the center flag.
3. The winner will be the first team to pull their opponent's flag across the centerline.
4. No "wrapping" of the rope in any manner will be allowed, this includes the last individual at the end of the rope.
5. **Protective gloves are required** each lodge must bring their own gloves for competition (the gloves cannot be sticky or talced).
6. All six (6) contestants must wear shoes always during the event. **Shoes with cleats or spikes are prohibited.**

7. The teams must remain the same throughout the completion of every round. In case of injury, the Section Program Coordinator or his designee must approve replacements.
8. The first (1st) round will be as follows:
 - a. All eleven lodges will be randomly placed in a bracket.
 - b. Each lodge will have one pull against their opponent to determine a win or loss.
 - c. Competition in the first (1st) round will be single-elimination. Opponents will be decided by bracket placement, excluding the wildcard reshuffling done in round two (2).
 - d. The lodge that won Tug-of-War the past year will receive a bye in the first round.
9. The second (2nd) round will be as follows:
 - a. The five (5) winning lodges from round one, the lodge that received a bye in the first round and two randomly selected lodges that lost in the first round will be paired in a new eight (8) team bracket randomly.
 - b. Each eight (8) lodges will play in one (1), single elimination match until four (4) winners are declared.
 - c. Competition in the second (2nd) round will be single elimination.
10. The third (3rd) round will be as follows:
 - a. Lodges competing in the third (3rd) round will consist of the remaining four (4) lodges.
 - b. Opponents will be decided as in rule 8c, containing only the names of the remaining four (4) lodges.
 - c. Each four (4) lodges will compete for best two (2) out of three (3) pulls until two (2) lodges are declared finalists.
 - d. Competition in the third (3rd) round will be single-elimination.
11. The final round will be as follows:
 - a. The lodges competing in the final round will consist of the two winning lodges from the third (3rd) round.
 - b. Opponents will be decided in the same manner as started in rule 8c after the completion of the third (3rd) round.
 - c. Best two (2) out of three (3) pulls will determine the winner of the Tug of War competition.
12. The following points will be allocated:
 - a. 1st place = 10 points
 - b. 2nd place = 8 points
 - c. 3rd-4th place = 6 points
 - d. 5th-8th place = 4 points
 - e. 9th-11th place = 2 points
 - f. 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.
13. Disqualification will result from:
 - a. Any interference from members of the team's lodge while in competition.
 - b. Any violation of the above rules for this event.
14. A five (5) foot police line will be kept around the competition to prevent bystanders from accidentally violating the laws of good play.

15. The competition will be held in a central location on level ground.
16. The judges for this event will be the Section Officers (or their appointees), with the Section Program Coordinator having the final judgment.

B. Ultimate Frisbee

1. Each lodge may enter a team of up to six (6) members.
2. Will be played on a small size playing field, to be staked out in football fashion, end-zone etc.
3. The winner will be the team with the most amounts of scores after a period of five (5) minutes.
 - a. First possession will be decided by a coin toss. Teams can choose either to gain possession or throw off.
 - b. To begin play at the referee's signal, the team throwing off will throw off from its end zone.
 - c. A missed \ blocked catch will result in loss of possession, as will any breach of rule 4.
 - d. After a score the opposite team may begin play only when the Frisbee is held by a member of the opposing team in the end zone that the score took place.
4. Players may not run with the Frisbee, it must be thrown to a team member from a stationary position, failure to do so will result in a loss of possession. As in the player receives no "steps" and MUST stop his momentum after a catch.
5. Scores will consist of a "catch" inside the designated end zone. A player may not walk into the end zone.
6. All six (6) contestants must wear shoes always during the event.
7. 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.
8. The first (1st) round will be as follows:
 - a. All eleven lodges will be randomly placed in a bracket.
 - b. Each lodge will play out the match to full time, and if a tie is declared an extra 1 minute overtime.
 - c. Completion in the first (1st) round will be single-elimination, and the bracket will determine the next match, excluding the wildcard reshuffling of round two (2).
 - d. The lodge that won Ultimate Frisbee the past year will get a bye in the first round.
9. The second (2nd) round will be as follows:
 - a. The five (5) winning lodges from round one, the lodge that received a bye in the first round and two randomly selected lodges that lost in the first round will be paired in a new eight (8) team bracket randomly.
 - b. Each eight (8) lodges will play in one (1), single elimination match until four (4) winners are declared.
 - c. Competition in the second (2nd) round will be single elimination.
10. The third (3rd) round will be as follows:
 - a. Lodges competing in the third (3rd) round will consist of the remaining four (4) lodges.

- b. Opponents will be decided by the same process as stated in rule 8c, with the remaining four (4) lodges.
 - c. Each four (4) lodges will play in a single-elimination, team competition until two (2) lodges are declared finalists.
 - d. Competition in the third (3rd) round will be single-elimination.
11. The final round will be as follows:
- a. The lodges competing in the final round will consist of the two (2) winning lodges from the third (3rd) round.
 - b. Opponents will be decided in the same manner as started in rule 8c after the completion of the third (3rd) round.
 - c. One single elimination match will determine the winner of the Ultimate Frisbee competition.
12. The following points will be allocated:
- a. 1st place = 10 points
 - b. 2nd place = 8 points
 - c. 3rd-4th place = 6 points
 - d. 5th-8th place = 4 points
 - e. 9th-11th place = 2 points
 - f. 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.
13. Disqualification will result from:
- a. Any interference from members of the team's lodge while in competition.
 - b. Any violation of the above rules for this event.
 - c. Unsportsmanlike conduct by a participant.
14. The judges for this event will be the Section Officers, or their delegates, with the Section Program Coordinator having the final judgment.

III. American Indian Events

American Indian Events Coordinator: **Greg Garrison**
contact email: josephgarrison@hotmail.com

Contents:

Ceremony Competition
Parade of Braves Competition
Team Sing
Individual Dance Competition
Team Dance Competition

Preliminary dancing will start at 1:30 p.m. on Saturday afternoon. Dancers will have a fifteen-minute intermission after preliminary dancing, and then have the finals for dancing.

SR-5 American Indian Event Guidelines

I. Ceremonial Competition Guidelines

The purpose of ceremonial team competition is to improve ceremonial standards in the lodge's chapters by providing an opportunity for teams to view each other in action and to share techniques.

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

Qualifications

Any team with the following qualifications may enter.

1. All team members must be from the same lodge. It is important that the teams performing can actually perform in local ordeals, and are not "all star" teams put together for competition only.
2. Each participant must be under 21 years of age.
3. Each participant must be in American Indian style dress. During the main competition, any show of disrespect, carelessness, and/or gross inappropriateness (such as fancy dance outfitting) may cause disqualification of the team.
4. Parts must be fully memorized. Individual team members will be penalized for omitting more than one sentence or line. (Teams may bring whatever props they wish, and may be accompanied by a drummer or other extras).
5. The order of competition will follow the Dixie rotation schedule with the current year's service lodge performing last. The order may be adjusted by the Section American Indian Events Coordinator (or his designee) if any conflicts arise.

6. Each lodge is required to check in at the time the contingent registers at the Dixie Fellowship with the American Indian Events booth/office to verify its team member's names and the competition schedule. The order in which the ceremony teams compete will be determined randomly by the American Indian Events Coordinator. Last minute schedule changes will be announced there, as well as the American Indian Events meeting Friday evening. Lodges that do not check in at registration will be replaced on the schedule by lodges who do not have pre-assigned competition times.
7. Use of face, body paint and wigs are prohibited. (See page 28 of Guide for Officers and Advisers)
8. Each lodge with a team in the competition is required to provide a judge, over 21 years of age, which meets the requirements for judge eligibility. Small lodges that are unable to provide a judge will be permitted to compete subject to an adequate number of judges.

A. Text

ORDEAL COMPETITION: 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." The text may be found in the Manual for the Ordeal, 1999 printing of the Ceremony for the Ordeal, No. 34993A

BROTHERHOOD COMPETITION: Each lodge will have the opportunity to perform the Brotherhood ceremony beginning with the tapping portion and ending with Allowat saying "You will now take your places in the circle." The text may be found in Brotherhood Ceremony Manual, 1999 printing.

B. Performance

Each team will be ready at the assigned time, even if the competition is running behind schedule. Judges will be allocated 5 minutes for scoring and 5 minutes and reviewing with each team.

C. Judges

There will be at least 5 judges. The scores will be normalized and the high and low scores will be dropped. Each judge should have a sufficient word-for-word knowledge of the ceremonies that he will notice deviations without having to refer to the text. He will have worked with ceremonial teams for at least 2 years within the past 5 years. A separate judge will be used to assess correctness of memory. The American Indian Events Committee will provide a head judge and such other judges as it wishes in addition to the lodge-provided judge. Lodges are asked to provide one adult with ceremonial knowledge for judging in each ceremony a lodge intends to participate.

D. Evaluation

Performances will be evaluated for their potential to reach candidates with the ideas and spirit of the Order. Specifically they will be evaluated for:

- Expressiveness- depth of feeling, warmth, energy, naturalness (8 points); meaningful emphasis, voice modulation (8 points); gestures, naturalness and appropriateness. (8 points)
- Understandability- clarity (6 points); voice projection (6 points); rate of delivery (6 points)
- Manner- bearing, walk, creation of character (6 points); Attitude when not speaking (6points).
- Accuracy of memorization- (6 points)
- Staging-Teamwork, smoothness and effectiveness of staging techniques and the composite impression they make (20 points each team).

*Judges shall not penalize teams for alternate pronunciations of the four principal parts. Each lodge shall agree upon a consistent pronunciation for their lodge.

Total Possible Individual Score: 60 points. Team Score: 260 points. (Per judge).

E. Judges Conferences

Consultation among the judges may be held at the discretion of the head judge. If consultation does not resolve the discrepancy, the head judge, American Indian Events Coordinator, and the Adviser to the American Indian Events Coordinator may resolve the issue through disqualification of incongruous scoring.

F. Results

Each team will receive a spot evaluation after their performance. In addition, the score sheets will be the team adviser or chairman. Judges will be instructed to emphasize good points, constructive criticism, and other assistance to team progress on their score sheets.

G. Awards

Awards will be given to the top three teams in both the Pre-Ordeal and Brotherhood Ceremonies, and the winner of both will receive a rotating trophy. Awards will be given to the top three individuals for each principal in each ceremony. All judges' decisions are final.

II. Parade of Braves-Outfit Competition Guidelines

A. Judging

The basis for judging the outfits will be:

1. In keeping with the Order's purpose of preserving American Indian traditions, the outfits must be authentic.
2. The quality of workmanship by the maker of his personal outfit will be a point of consideration. Therefore, more authentic outfits with more quality work will receive a higher rating than an authentic outfit with lower quality work. However, judges will also consider quantity versus quality. Therefore, each outfit part must be judged on the type of work and the quality of work.
3. The overall attractiveness of the outfit will also be taken into consideration when judging the outfit. The individual's outfit parts should be coordinated to relay an overall effect of continuity in the outfit.

Participants must be under 21 years of age. One outfit entry per participant is allowed.

B. Grading System

The grading system shall be:

1. The outfit being judged must be the participant's own work, but not necessarily his own materials. **He cannot be wearing a borrowed outfit or outfit parts and claim it as his own, otherwise disqualification will result.** If the participant is wearing items not 100% made by him he must notify the judge prior to being judged. Items not made by the participant will not be judged.
2. All being judged are on their honor to abide by rule one (1) of this section. Infractions could result in total disqualification from outfit competition.

C. Individual Outfit Awards and Categories

1. Awards in each event will be given only if judges feel one is merited and deserving.
 - a. Old Style
 - b. Traditional
 - c. Fancy
 - d. Grass
 - e. Straight Dance
 - f. Specialty Dance
2. For a new category, outfit submissions must be made at the Council of Chiefs meeting prior to the Dixie Fellowship.
3. Good, Excellent, Superior, and Super Superior Ribbons will be given according to the individual's scores determined from their judging guidelines score sheet.

III. Team Sing Competition Guidelines

Singing will be done in a team fashion. Each team will be required to sing 2 songs. A warm-up song is permitted and is not judged. Songs to be performed must have written

documentation, which must be sent in to the Section Indian Events Coordinator no later than one week before the start of Dixie.

Awards will be given to the top three teams. All judges' decisions are final.

The judging criteria listed are guidelines which are subject to interpretation by the judges.

Team Sing Competition Rules

1. All singing will be done in a team fashion.
2. Written documentation is required for each song. (Origin, tribe, source, etc.).
3. Each team is required to sing songs of its choice.
4. The songs are restricted to Northern and Southern Plains singing.
5. Minimum time of 2 minutes and a maximum time of ten minutes for both songs.
6. Each team must provide its own drum and drumsticks.
7. Authenticity and presentation of songs are considered by judges.
8. Participants must be under 21 and a registered participant of the Fellowship. All team members must be from the same lodge and in good standing with his lodge.
9. Check in at competition office upon arriving at the Fellowship.
10. A judge from each lodge will be selected and approved by the lead singer of the host drum. Each judge must be present at the judges' meeting. Check schedule for time and location.

IV. Dance Competition Guidelines

A. Individual Dance Competition

Any number of contestants from each lodge may participate in the individual dance competition. The rules are as follows:

- Dancers must wear authentic, appropriate outfits. War bonnets and chiefs' outfits are unacceptable (Subject to judges discretion)
- **No part of any protected species on any outfit.** Violations will result in automatic disqualification.
- Dance the style dictated by your outfit. Do not mix outfits.
- Dancers may compete in only 1 category due to time restraints
- Losing an article off your outfit is automatic disqualification. It is considered good etiquette to disqualify yourself in this event.
- Dancers must be prepared to dance either indoors or outdoors.
- Participants must be under 21 and be registered participants of the fellowship.
- All contestants must pre-register and confirm their registration prior to the designated time in the Dixie schedule.
- No outfit construction is permitted at Dixie, nor is dance practice.
- There will be 5 categories of dance.
 - Old Style

- Traditional
- Straight
- Grass
- Fancy
- Awards will be given to the top dancers of each category. All judges' decisions are final.
- Within the guidelines found in the U.S. Code as to the American Flag (pg. 19, Section 4d), flags should not be used as apparel. If you own such items, remove them prior to Dixie. Note: This excludes beadwork

B. Group Dance Competition

1. A group dance team shall be made up of four or more dancers
2. At least one dance is required. More is acceptable.
3. 15 minute time limit (please see Time Limit)
4. Only one team per lodge.
5. All participants must be from the same lodge and be under 21 years of age.

Acceptable Dances

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

1. Non-religious dances only- acceptable if in good taste.
2. If a team wishes to perform a religious dance, the tribal council or society from which it derives must grant written permission. Such permission should be typewritten.
3. Masks, facial or body paint is prohibited.
4. No parts of any protected species are allowed on attire.

Two or more copies of the following must be brought to the Dixie Fellowship for the judges' use:

1. A brief description of the dance(s) you will perform.
2. Brief historical background of the dance(s) and song(s) to be used.
3. Description of all props or regalia to be used. Please include pictures and/or drawings.
4. Complete list of references used for the dance.
5. A name, address, telephone number, of a contact person for the team is required.

Time Limit

1. 15 minutes of stage time.
2. Total time begins with the announcement of a team member. Time includes prop set-up, the dance(s), outfit changes, and is concluded when the stage is clear.
3. If an article is still on the floor when the stage has been cleared, each judge will give a 10-point penalty. The Section American Indian Events Coordinator will notify each judge when such a penalty is to be imposed.

Registration

1. In order for a lodge to participate at the Dixie Fellowship, the following information must be submitted no later than one week before the start of Dixie to the Section American Indian Events Coordinator.
 - a. Name and type of dance
 - b. Tribe of origin
 - c. Type of music to be used
 - d. A brief description of the dance.

Awards and Recognition

Awards will be given to the top three teams and the winner will receive a rotating trophy. All judges' decisions are final.

V. Judges

A. Requirements to be a Judge

1. 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.
2. Each must be at least 21 years of age.
3. Must have considerable knowledge and experience with Indian lore.
4. Each judge may be asked questions to prove his or her knowledge by the Section American Indian Events Coordinator.

B. Competition Judges

Each lodge must provide at least one judge for ceremonies competition.

An American Indian Events Judging Staff will include one judge from each lodge participating in the event, which will be approved by the Section American Indian Events Coordinator and his adviser. This staff will be responsible for judging Group Dance, Individual Dance, Team Sing, and Parade of Braves.

All decisions made by judges are final.

IV. Administrative Events

Administration Coordinator: *Lee Shelton*
contact email: *nshelton@email.unc.edu*

Contents:

Judges
Spirit Award
Lodge Display
Lodge Newsletter
Lodge Plan Book
Lodge "Where to Go Camping Guide"
Totem Pole
Web Site Competition
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, "Where to Go Camping Guide," Totem Pole, and Web Site. The Web Site Competition judge's name and e-mail address must be submitted to the Section Administration Coordinator by March 1, 2005. The judge for the Lodge Display, Newsletter, Plan Book, and "Where to Go Camping Guide" should not be the same adult.

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 first beautiful plaque was first made by Mr. Alston's long time 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 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.

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 will be set up at the appropriate assigned area. The lodge can begin setting them up Saturday morning and should be completed before 9:30 a.m. An area will be marked off for each Lodge according to the display rules. The displays will be judged on such things as appearance, content, and adherence to a central theme. Electricity or other facilities needs must be requested of the Administration Coordinator by March 1st, 2005.

JUDGING STANDARDS

	Range	Points
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 or 5)	

TOTAL SCORE (Maximum of 60)

Display Lodge:

Judging Lodge:

Judge's Name:

Judge Signature:

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.

JUDGING STANDARDS

	Range	Points
Were four editions submitted, all being dated since April 25, 2004? (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:

Judging Lodge:

Judge's Name:

Judge Signature:

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 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 Friday.

JUDGING STANDARDS

	Range	Points
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. Listings of Lodge/Chapter officers with addresses and phone numbers	(0-5)	
D. Description of Lodge activities	(0-5)	
E. Lodge history	(0-5)	
F. Lodge budget	(0-5)	
G. Lodge rules	(0-5)	

TOTAL POINTS (Maximum is 80)

Planbook Lodge:

Judging Lodge:

Judge's Name:

Judge Signature:

Judges: Please make explanatory comments on back of form.

Lodge "Where to Go Camping Guide"

Each Lodge may enter only one Camping Guide and it should be current. The book may be turned in on any type of computer media, yet no computers will be furnished for viewing. It will be judged on organization, ease of use, and informative value. The Camping Guide should be turned in by the Lodge Key 3 at check-in Friday.

JUDGING STANDARDS

	Range	Points
I. Format		
A. All information is contained in one compilation.	(0-5)	
B. Materials produced by the Lodge are of good quality.	(0-10)	
C. The information is arranged by categories.	(0-10)	
D. Layout enables user to easily use the compilation.	(0-10)	
E. Information is easily updated.	(0-5)	
II. Informative Value		
A. Information contained is informative to Scoutmasters.	(0-5)	
<i>(For all of the following, if the answer is NO, then they receive a "0". If the answer is YES, then assign a value of "1-10" based on the depth of the information.)</i>		
B. Contains information about the local camp, including use of the camp in the off-season and use of camp equipment (or policy statement thereof).	(0-10)	
C. Contains information about camping opportunities in the Council.	(0-10)	
D. Contains information about camping opportunities in the state, including state and national parks and forests.	(0-10)	
E. Contains information on hiking trails, rivers, lakes and other specialized camping facilities.	(0-10)	
F. Contains information on tour permits, touring and insurance.	(0-10)	
G. Contains information about camping opportunities in BSA "High Adventure" programs.	(0-5)	

TOTAL POINTS (Maximum is 100)

WTGCG Lodge:

Judging Lodge:

Judge's Name:

Judge Signature:

Judges: Please make explanatory comments on back of form.

Totem Pole

There are two categories for this competition -- hand-carved and power tools. Lodges must declare which category in which they wish to participate at the Friday night Council of Chiefs meeting at the Dixie Fellowship. 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

	Range	Points
I. Overall Design and Creativity		
A. Is the totem pole design attractive?	(0-10)	
B. Does the design adhere to the Dixie theme?	(0-10)	
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 any lettering legible and appropriate?	(0-5)	
II. Level of Skill		
A. Is the carving neat?	(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 100)

Totem Pole Lodge:

Judging Lodge:

Judge's Name:

Judge Signature:

Judges: Please make explanatory comments on back of form

Lodge Web Site Competition

The web sites shall be judged before the Dixie Fellowship beginning April 1, 2005 following the procedures outlined below taken from the 2004 NOAC.

Content		
Content on the site is appropriate to the Scouting movement	Yes	4
	No	0
The site homepage features an event within three months 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	2
	No	0
A portion of the site has been updated within the last three months.	Yes	4
	No/can't tell	0
Contact information for at least one lodge leader (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

Design		
Each page is devoted to a single topic (<i>Exception: homepage or index pages if used to provide short descriptions of and link to several different areas.</i>)	Yes	4
	No	0
Pages effectively utilize white space in addition to text and graphics for a pleasing layout.	Yes	4
	Somewhat	2
	No	0
Colors on the site complement each other, are coordinated, and are pleasing to the eye.	Yes	5
	Somewhat	3
	No	0
Pages throughout the site use a consistent layout, font selection, and style (<i>Note: different sections of the site may have different styles, but pages within the same section should have the same style.</i>)	Yes	5
	Somewhat	3
	No	0

“Pizzaz”		
Pages use photos and other graphics to enhance written content.	Yes, very well	5
	Yes, somewhat	3
	No	0
Pages use buttons and other graphics to assist in the formatting and appearance of the page beyond simply enhancing content.	Yes, very well	5
	Yes, somewhat	3
	No, not at all	0
The site is accented by browser toolbar icons, animations, or other multimedia features that do not detract from the purpose of the site.	Yes	4
	No	0
If used, animations such as Flash or animated GIFs load quickly, are easily skipped or stopped, and are not required for site navigation.	Yes or N/A	2
	No	0
If used, video or other bandwidth-intensive multimedia files are provided in both high-bandwidth and low-bandwidth versions.	Yes or N/A	1
	No	0
Guidelines and Technical Compliance		
The site does not contain any unprotected	True	4

safeguarded information (i.e. OA ceremonies), BSA Supply Division materials, or commercial advertisements or materials (except for an acknowledgement of the hosting service).	False	0
A method to contact the webmaster is easy to find.	Yes No	3 0
If the site collects any personally identifying information, a privacy policy is clearly visible on all pages where data is collected.	Yes or N/A No	3 0
<i>The site contains links to:</i>		
a. Its council's web site	Yes No	1 0
b. Its section's web site	Yes No	1 0
c. Its region's web site	Yes No	1 0
d. The National Order of the Arrow web site	Yes No	1 0
Pages contain no apparent copyright or intellectual property violations.	True False	3 0

Usability and Accessibility		
Text is easy to read and user can change the font size without making the page unusable.	Yes Somewhat No	4 2 0
Page titles (in title bar) are unique for each page.	Yes No	2 0
All images used for page content make appropriate use of alternative text tags that are accurate, succinct, and descriptive.	Yes No	3 0
Each page has a navigation bar or similar way to get to all the main areas of the web site.	Yes No	4 0
All critical sections of the page (i.e. navigation bar, major content) appear acceptably in the viewer's normal browser. (<i>Note: Lodge web sites should be functional in a wide variety of platforms and browsers.</i>)	Yes Minor errors No	4 2 0
Pages download within 2 minutes, even on slow connections.	Yes No	3 0

If you were a new member to this Lodge, how beneficial would you find this website?

0 – 5 ___

TOTAL SCORE (Maximum of 100)

Website Lodge:

Judging Lodge:

Judge's Name:

Judge Signature:

Judges: Please make explanatory comments on back of form

Lodge of the Year Award

The lodges will also be competing for the "Lodge of the Year" Award. This award is based on the Lodge's participation and score in the Lodge Achievement Program as set forth by the National Committee of the Order of the Arrow.

JUDGING STANDARDS

Items marked with an asterisk (*) are mandatory for Section Honor Lodge.

I. National Recognition

- A. *Lodge earned Quality Lodge distinction. (50 pts.). A copy of the score sheet is attached to other supporting data. The copy must be of the original sent to National with the proper signatures.
- B. *Lodge charter is submitted to the National Office by December 31 of the previous year. (25 pts.)
- C. Lodges sent a delegation of two or more to the National OA Conference (or other National Program of Emphasis) or the National Leadership Seminar within past two years. (25 pts.)
- D. One or more youth from the lodge attended or applied to and was rejected admittance to a National High Adventure program during the past year. (5 pts.)

II. Section Participation

- A. 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 pts.)
- B. Lodge participated in the One Day of Service (15 pts.)
- C. Lodge submitted an article for the "Five Feathers" by the announced deadline. (10 pts.)
- D. Lodge participated in events at the Dixie Fellowship.
 - 1. Quest for the Golden Arrow (15 pts.)
 - 2. Knowledge and Training Award (15 pts.)
 - 3. Lodge Planbook (10 pts.)
 - 4. Lodge Newsletter (10 pts.)
 - 5. Lodge Website (10 pts.)
 - 6. Lodge Where-To-Go-Camping Guide (10 pts.)
 - 7. Lodge Display (10 pts.)
 - 8. Totem Pole (5 pts.)

- 9. Pre-Ordeal Ceremony (10 pts.)
 - 10. Brotherhood Ceremony (10 pts.)
 - 11. Team Dance (10 pts.)
 - 12. Team Singing (10 pts.)
 - 13. Parade of Braves (10 pts.)
 - 14. Individual Dance (10 pts.)
- E. Lodge provided all qualified judges required for Section competitions in writing to the appropriate Section Coordinator before Dixie Fellowship judging begins. (7 pts. for Training and 6 pts. each for Quest, Administration, and American Indian Events.) (25 pts.)
 - F. Lodge submitted a complete syllabus for their training session as requested in the training proposal (5 pts.)
 - G. A majority of the lodge's youth delegates attended all three training sessions. (50 pts.)
 - H. Lodge came in first in any competition listed in "D", except 13 and 14 (5 pts. for each win)
 - I. Lodge provided sufficient copies of each publication that the lodge competed in at the Dixie Fellowship, for distribution to the other ten lodges. (15 pts.)
 - J. Lodge won C. Norman Alston Jr. Memorial Spirit award. (10 pts.)
 - K. Lodge provided 2 flaps to the Section Adviser at the November Council of Chiefs for Dixie recognitions. (15 points)

III. Year round Lodge Activities/Programs

- A. *Lodge holds at least three weekend activities per year (5 pts. each - up to 3 activities). (15 pts.); include date of each activity and number in attendance on back of form.
- B. *Lodge conducts an annual Lodge Leadership Development Conference using the newest version of the LLD program provided by NOA. (15 pts.) Include date of activity and number in attendance on back of form.
- C. Lodge sponsors or co-sponsors an annual Camp Work Day. (10 pts.) Include date of activity and number in attendance on back of form
- D. Lodge makes a monetary contribution to either the Council's FOS program or the Maury Clancy Indian Campership Fund (5 pts.) On back of form list which and list amount.
- E. Lodge assisted the Council in some way with a council-wide event such as: (10 pts.)
 - 1. Council Show
 - 2. Council Camporee; include date of activity and number in attendance on back of form.

- 3. Council district camping
 - 4. Boy Scout Summer Camp
- F. Lodge promotes communication by publishing at least four newsletters per year. (10 pts.)
- G. Lodge Chief is a voting member of either/or: (15 pts.) in good standing. A letter certifying standing and attendance is required and must be signed by the Council Executive or his designee.
- 1. Council Executive Board
 - 2. Scouting/Camping Committee
- H. Lodge assisted its council in Camp Promotion. (20 pts.) Give a brief description of how you did so.
- I. Lodge took steps to plan the implementation of the Troop Order of the Arrow Scoutreach Mentoring program. Please attach a copy of how the lodge did this. (15 pts.)
- J. Lodge has implemented the Troop Order of the Arrow Representative program. Please attach a copy of lodge plan for implementation. (25 pts)

Total possible points without winning an event = 550

(65%) minimum required for Section Honor Lodge = 355

All mandatory requirements must have been met.

Highest overall score of those receiving Section Honor Lodge will be Lodge of the Year.

*= Mandatory for Lodge of Year Award

Lodge Chief Signature

Lodge Adviser Signature

Lodge Staff Adviser Signature

V. Training Guidelines

Training Coordinator: Adam Kuykendall
contact email: adkuyk@charter.net

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.

Below is the proposed list of training topics for this year's Dixie. Other topics can be submitted prior to the COC in November to the Section Key Three. If a lodge wishes to change its assignment after the COC meeting, the change must be submitted by **Friday, January 12th, 2005** to both the Section Key Three and the Section Training Coordinator. 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 is encouraged to choose one of the new LLD topics. All lodges not choosing a topic by December 16 will have one assigned. No lodge may train on any specific topic twice in a three-year period, starting with the topics chosen at the 2005 Dixie Fellowship.

Training Topics

- Muscogee- Leave No Trace
- Bob White- Understanding the Ordeal
- Tomo Chi-Chi- I'm Brotherhood – Now What?
- Skyuka- Elangomat Program
- Eswau Huppeday- Chapter Program
- Atta Kulla Kulla- High Adventure & the OA
- Tsali- Camping Promotion
- Itibapishe Iti Hollo- The 5W's of Brotherhood Conversion
- Unali'yi- Food and the OA, a Beautiful Combination
- Santee- OA Troop Representative Program
- Catawba- Mock Chapter Meeting

Camping Promotion – Shows how lodges can more effectively promote camping, both weekend trips and summer camp, to help their troops and council.

Chapter Program – Covers the basics of leading and growing a successful chapter. Conducting Meetings; Chapter officers, duties, and responsibilities; Ideas that keep youth retained.

Elangomat Program - The Elangomat is one of the most crucial elements in the experience of an Ordeal candidate. The session should offer a brief overview on how an Elangomat act as a friend to the candidate and how he should set the example for the candidate.

Food and the OA, a Beautiful Combination – Explains the “how-to’s” of proper planning and preparation for eating at events.

High Adventure & the OA – A session detailing the possibilities for lodge and chapter involvement in the BSA High Adventure programs and other exciting trips.

I'm Brotherhood-Now What? - Brotherhood members, feel like the ordeal members get all the attention. Well there is finally a session to teach you brotherhood guys your role and what it really means to be brotherhood.

Leave No Trace – Leave No Trace is not simply a program for visiting the backcountry, it is an attitude and a way of life. This session explains the principles of Leave No Trace, and provide tips for use in your troop to practice proper outdoor ethics.

Mock Chapter Meeting - An example of a chapter meeting with the students in the class being chapter members. Learn how to keep your members interested and get ideas you can use in your chapter.

The 5 W's of Brotherhood Conversion – Participants will be shown reasons for conversion, along with the role they should play and tools they can use in the overall process of Brotherhood conversion.

The OA Troop Representative Program – Gives tips and skills necessary for the proper implementation of this program designed to take the OA back to the units.

Understanding the Ordeal – A session designed for all Ordeal members desiring to know more about the basic principles and symbolisms found within the Ordeal and Ordeal ceremony, and the steps they need to take towards Brotherhood.

SR-5 Training Schedule

- November 14 - Council of Chiefs; Topics will be voted on and assigned.
- December 8 - All names and contact information for trainers are due to the Section Training Coordinator.
- January 12 - Any and all training topic changes must be submitted to the Section Training Coordinator and the Section Key Three.
- January 19 - An outline of the training session is due to The Section Training Coordinator. All information must be sent to the Section Training Coordinator (email or hardcopy) receipt confirmed.
- January 28 - 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. The information will then be placed in the Arrowman Resource Guide. All syllabi and other information must be sent in both electronic form and hardcopy to The Section Training Coordinator. Again the Word document file is preferred in the electronic version, but the text file will be accepted.
- March 15 - Any final changes to either syllabi or handouts/resources must be given to The Section Training Coordinator.

Participation Pin Requirements

In order for a delegate to receive a Participation Pin, he must fulfill the requirements listed in the Passport that include attending three training sessions and having his Passport signed or stamped by the trainers. Brothers competing in, coaching, or judging American Indian Activities are not obliged to complete the training requirements for their Participation Pin. They may have their Passport signed by the competition judges.

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. 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.

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 45 minutes with a 15 minute transition time.

Section Training

As required by the National OA Committee, the Section will provide a training session on a topic to be determined at the National Planning Meeting.

Training Award

Each lodge will be required to provide three adult Arrowmen to serve as judges. These Arrowmen will be assigned to various training sessions during the morning to judge them on the quality of the training material and overall presentation. These three judges will not judge together, will not judge trainers of their own lodge, and will only judge three sessions during the training. These three judges will have each judge three separate training sessions so that a lodge's set of judges will judge a total of nine sessions. There will only be three 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.

Dixie Fellowship Training Score Sheet

Name of Trainer: _____ Lodge: _____

Name of Judge: _____ Lodge: _____

Name of Training Session: _____

Judge's Signature: _____

Training Coordinator's Signature: _____

Evaluation Item	Max Points	Score
Preparation		
Organization	5	
Materials	5	
Presentation		
Personal		
Body Language	5	
Volume	5	
Filler Words (not too many umm's, etc.)	5	
Flow	5	
Eye Contact	5	
Enthusiasm and Spirit	5	
Group Involvement		
Group Involvement	10	
Presentation		
Content	20	
Staying on Subject	10	
Use of Visual Aids	10	
Use of Time	10	
Total Score (For Section use only.)	100	

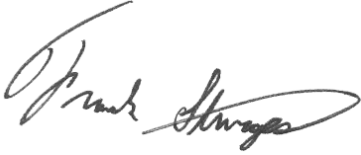
Judges: Make sure all categories are scored. DO NOT LEAVE ANY BLANKS!

VI. SR-5 Section Officer Elections Procedures

- I. All requirements to run for Section office adhere to the Field Operations Guide.
- II. 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.
- III. Saturday night at the evening program show, candidates for Section office will be allowed to speak. The order of speeches will be conducted in the order in which candidates were nominated. The officer conducting the elections will announce the time limit for speeches.
- IV. 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.
- V. The Lodge Adviser will then give the voting sheet to a Section Election Official designated by the Section Administration.
- VI. 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 calculate the allocation of the ten lodge votes to the whole number, not fractions.
- VII. A majority must be reached for a candidate to win the election.
- VIII. 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.
- IX. 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.
- X. 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.
- XI. Nominations will be re-opened for subsequent elections.

XII. 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,

A handwritten signature in black ink, appearing to read "Frank Sturges". The signature is written in a cursive style with a large, sweeping flourish at the end.

Frank Sturges
Section Chief