



November 1, 2011

Dear Key Three Members:

On Saturday, November 12th, 2011, the Section SR-5 Council of Chiefs will meet at the Section Leadership Seminar to plan the 2012 Dixie Fellowship. The COC meeting will begin at approximately 1:00 p.m., at Camp John J. Barnhardt at 44184 Cannon Rd., New London, NC.

Enclosed in this packet are proposals from the Section and the Service Lodge for your review. This information will be presented for acceptance at the Council of Chiefs meeting on November 12th.

We want this Dixie Fellowship to be the best conclave in America, so because of the great amount of time and energy it has taken to prepare this document, we ask that you review it very carefully, giving each part special consideration.

This information can also be found online at www.sr5.org.

Since our agenda for the meeting is full, I would again encourage you to look over this document in extreme detail in order for the Section to properly prepare a Dixie for you. Before the COC meeting a session will occur where you can ask generic questions, so please be ready to ask them at that time.

I thank you again for everything you do to serve SR-5. I am looking forward to working with all of you in the upcoming year, and making the 2012 Dixie Fellowship an epic one!

In Brotherhood,
James Hylemon
Section SR-5 Chief

Section Officers

James Hylemon
Section Chief

Ty Conley
Section Vice Chief

Tanner McFeeters
Section Secretary

Coordinators

Matthew Forster
Administration Coordinator

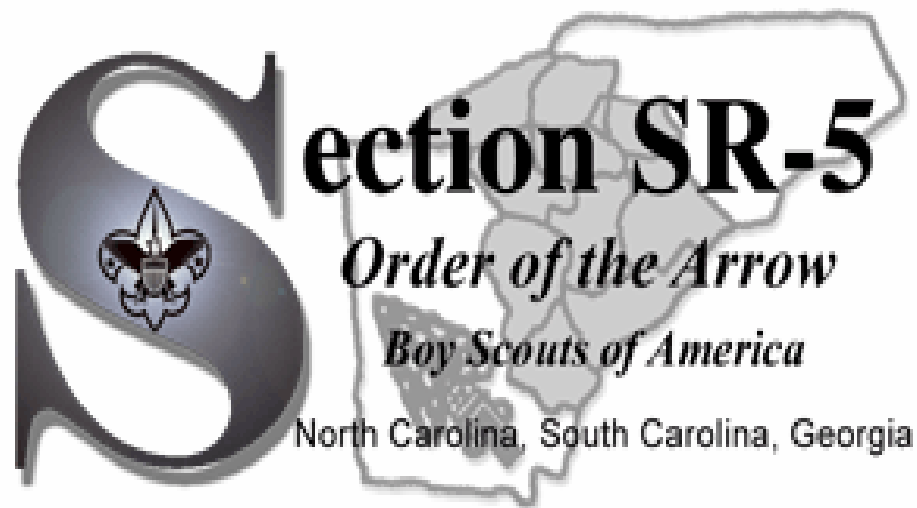
Matt Barnes
American Indian Events
Coordinator

Paul Horton
Ceremony Events
Coordinator

Josh Swain
Program Coordinator

Jake Luna
Service Lodge Coordinator

Alec Surret
Training Coordinator



2012 Dixie Fellowship *SR-5 Section Conclave*

April 27-29, 2012
Itibapishe Iti Hollo Lodge 188
Camp John J. Barnhardt
Central North Carolina Council

Proposal

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Council of Chiefs
Agenda
November 12, 2011
Camp John J. Barnhardt

- | | | |
|------|---|----------------------|
| I. | Call to Order | <i>James Hylemon</i> |
| | A. Obligation | |
| | B. Prayer | |
| | C. Roll Call | <i>Matt Forster</i> |
| II. | 2011 Dixie Fellowship Guidelines | |
| | A. Program Events | <i>Josh Swain</i> |
| | 1. "Quest for the Golden Arrow" | |
| | 2. Judging Assignments | |
| | B. Ceremonial Competition | <i>Paul Horton</i> |
| | 1. Ceremonies | |
| | C. American Indian Events | <i>Matt Barnes</i> |
| | 1. Parade of Braves | |
| | 2. Team Sing | |
| | 3. Individual Dance | |
| | 4. Group Dance | |
| | 5. Judging Assignments | |
| | D. Administration Events | <i>Matt Forster</i> |
| | 1. Judging | |
| | 2. Spirit Award | |
| | 3. Lodge Display | |
| | 4. Lodge Newsletter | |
| | 5. Lodge Planbook | |
| | 6. Lodge "Where-to-go Camping Guide" | |
| | 7. Totem Pole | |
| | 8. Lodge Web Site | |
| | 9. Section Honor Lodge Petition (Lodge of the Year) | |
| | E. Knowledge and Training Events | <i>Alec Surrect</i> |
| | 1. Knowledge and Training | |
| | 2. Training Assignments | |
| | 3. Section Training Team | |
| | 4. Judging | |
| | F. Section Officer Election Procedures | <i>James Hylemon</i> |
| III. | Service Lodge Proposal | <i>Jake Luna</i> |
| | A. Code of Conduct | |
| | B. General Information | |
| | C. Payment Schedule | |
| | D. Supply Information | |
| | E. Schedule | |
| | F. Menu | |
| | G. Memorabilia Designs | |
| | H. Budget | |
| IV. | Old Business | <i>James Hylemon</i> |
| V. | New Business | <i>James Hylemon</i> |
| | A. Lodge Re-chartering | |
| | Adviser's Minute | <i>Mac McLean</i> |
| | Closing | |

Preface

Enclosed within is the 2012 Dixie Fellowship Proposal. 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 or the coordinators listed within the packet:

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Dixie Rotation Schedule

2012 Itibapishe Iti Hollo
2013 Unali'yi
2014 Santee
2015 Catawba
2016 Muscogee
2017 Bob White
2018 Tomo Chi-Chi
2019 Skyuka
2020 Eswau Huppeday
2021 Atta Kulla Kulla
2022 Tsali

Dixie Deadlines / Calendar

(As presented within the Guidelines Package)

Date:	Item:	Submit To:
November 12	<ul style="list-style-type: none"> November Council of Chiefs Meeting 	
January 8	<ul style="list-style-type: none"> All names and 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. 	Alec Surrett, Training Coord.
January 28	<ul style="list-style-type: none"> Pre Orders due (paid in full) and \$10 deposit per delegate. 	Service Lodge
February 15	<ul style="list-style-type: none"> An outline of the training session is due (email or hard copy) receipt confirmed. 	Alec Surrett, Training Coord.
March 1	<ul style="list-style-type: none"> Lodges must submit the name of the web judge online. 	www.sr5.org/webjudge
March 11	<ul style="list-style-type: none"> Syllabus to training coord. & adviser. 	Alec Surrett, Training Coord.
March 15	<ul style="list-style-type: none"> Requests for special facilitation for Lodge Displays. 	Matt Forster, Admin. Coord.
March 18	<ul style="list-style-type: none"> Balance of registration due (\$18 per delegate). 	Service Lodge
April 1	<ul style="list-style-type: none"> Lodge Website Judging begins. 	
April 2	<ul style="list-style-type: none"> Any final changes to syllabi or handouts / resources must be submitted. 	Alec Surrett, Training Coord.
April 25	<ul style="list-style-type: none"> Submit ceremony team rosters for both Ordeal and Brotherhood ceremony competitions 	Paul Horton, Ceremony Coord.
April 27 upon check in	<ul style="list-style-type: none"> At least four (4) newsletters that were published after the previous year's Dixie Fellowship. One (1) copy of the lodge's current Plan Book. One (1) copy of the lodge's Where to Go Camping Guide, with a computer for applicable media. Copies of the above items for the 10 other lodges. 	The Section Office
	<p>All documentation for Team Dance and Team Sing must be turned in 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.</p>	American Indian Events Booth / Office
April 27 COC Meeting	<ul style="list-style-type: none"> Names of judges for administrative events Declare which totem pole competition they will compete in. 	Matt Forster, Admin. Coord.
	<p>Lodge Chiefs must submit their training judges.</p>	Alec Surrett, Training Coord.
April 28 9:30 AM	<ul style="list-style-type: none"> Lodge displays must be completely in place at their designated location. 	
April 28 Conclusion of training	<ul style="list-style-type: none"> Training judges must submit their score sheets 	Taylor Thomas, Training Coord.
April 28 Before Show	<ul style="list-style-type: none"> The Section Honor Lodge Petition (Lodge of the Year) due. 	Admin. Coord.

I. Service Lodge

Service Lodge Coordinator: Jake Luna

*contact email: **Redacted***

*Phone: **Redacted***

Coordinator's Adviser: Trip Ruth

Contact email: hlruth@hlruth.com

Phone: 704-467-3407

Service Lodge Adviser: Jason Peoples

contact email: Jasonpeoples@gmail.com

Phone: 803-556-1964

Camp John J. Barnhardt

704-422-3025 (Office)

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, 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. 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 to leave camp without permission of the fellowship headquarters.
16. Remember that I am a guest of Itibapishe Iti Hollo Lodge, of the Central North Carolina Council, and Camp John J. Barnhardt.
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.

B. General Information

1. When and Where

The 2012 Dixie Fellowship will be held on the weekend of April 27-29, 2012 at Camp John J. Barnhardt. Camp John J. Barnhardt is located at 44184 Cannon Road, New London, NC 28127.

2. Theme

This year's theme will be "Gathering as One."

3. Cost

The fee for this year's Dixie Fellowship will be \$28.00 per delegate. This fee includes Meals, Delegate Patch, Camp Usage Fee, Program, Participation Pin, and BSA Insurance. **Registrations received after January 27, 2012 will not be guaranteed a ditty bag or participation pin.** The staff fee will be \$28.00, which will include Meals, Delegate Patch, Camp Usage Fee, Program, Participation Pin, and BSA Insurance. Fees are transferable but not refundable; if a \$10 deposit fee is received it may be transferred to serve as a \$10 deposit for another person, but it cannot be applied to any other person's remainder fee of \$18. Itibapishe Iti Hollo Lodge reserves the right to refuse registrations not made in compliance with the deadlines and quotas established.

4. Participation

All participants must be active (registered) members of a SR-5 lodge and registered with the BSA. Each lodge will be guaranteed 110 slots until February 1, 2012 after which unused slots may be made available to other lodges.

5. Health and Safety

Along with the pre-registration forms, each delegate is responsible for filling out and turning in a BSA "Annual Health and Medical Record" parts A and C. 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 at 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. If someone needs a golf cart for medical reasons it must be approved in advance and only with approval will it be allowed. The Camp emergency phone numbers are 704-422-3025 (office), and 704-422-3837 (ranger's residence).

6. Camping Arrangements

Each lodge will be assigned a campsite or campsites 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. Hot Shower facilities are also available near each campsite. Tents will be provided for the Lodge's Key 3. All other participants will need to bring tents. An area will be set aside for a teepee village. Lodges will be notified of the accommodations in their assigned campsite so that they can plan accordingly. There will be no power in any of the campsites.

Persons requiring CPAP machines should bring a battery powered method of operating the device. Any campers requiring further accommodation should notify the service lodge.

7. Knowledge and Training

If anyone would like to have power at their training class they must provide a minimum of 20 feet of their own extension cords. If you need special assistance let Training Coordinator know by January 27.

8. Dining Arrangements

All meals will be prepared and served at the camp’s Dining Hall. Delegates will dine in the designated areas at the designated time. Those with special dietary needs should indicate them on their registration form and we will make every effort to accommodate; they need to be in by March 18. A meal passport will be issued per person and punched as meals are received.

9. Parking

Camp Barnhardt has ample parking for participants. Car pooling is encouraged to ease backlog and traffic for check in and check out. Buses are welcome, but the service lodge requests prior notification so that it can plan parking. There will be NO vehicles allowed in campsites. Each lodge will be allowed one trailer within the lodge site.

10. Trading Post Operation

Except for the sale of Section items (i.e. “Dixie” items), Itibapishe Iti Hollo Lodge and the Central North Carolina Council 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 Itibapishe Iti Hollo Lodge and the Central North Carolina Council. Likewise, any loss incurred by these items is the responsibility of Itibapishe Iti Hollo Lodge and the Central North Carolina Council alone.

11. Welcome Exposition

A camp wide welcoming exposition will be hosted by the service lodge on Friday afternoon/evening for delegate enjoyment and education. The activities may include a canned food drive.

12. Contact Information

If you have any questions, comments, or concerns please contact the Service Lodge Chairman, Adviser, or the Central North Carolina Council.

<p>Service Lodge Chairman: Jake Luna Contact email: Redacted Redacted</p> <p>Service Lodge Dixie Adviser: Trip Ruth Email: hlruth@hlruth.com Phone: 704-723-6366 (work), 704-467-3407 (cell)</p> <p>Service Lodge Adviser: Jason Peoples Contact email: jasonpeoples@gmail.com Phone: 803-556-1964 (cell)</p>	<p>Council Office: Central North Carolina Council PO Box 250 Albemarle, NC 28002 (704) 982-0141 (704) 982-0262 (Fax) http://www.centralnccouncilbsa.com</p>
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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 27, 2012
Balance of Registrations due (\$18 per delegate)	March 16, 2012
Make checks payable to “Central North Carolina Council” Mail all Pre Orders and Dixie 2012 Registration to: Dixie 2012 Registration Central North Carolina Council, BSA PO Box 250 Albemarle, NC 28002	

*No Pre-Orders will be accepted after January 27, 2012. Delegate fees are transferable but not refundable.

14. Staff Items

Council of Chief members can purchase **via preorder** unlimited staff patches, staff neckerchiefs, staff polo shirts, staff t-shirts, and/or staff hats. Service Lodge staff may purchase via preorder the same staff items in amounts as may be determined by the service lodge.

15. Use of “Dixie Fellowship”

Items that may use the wording “Dixie 2012”, “Dixie Fellowship”, “Dixie Conclave”, “SR-5 Conclave”, “Dixie Host” and “Dixie Service Lodge” may include the following: ditty bags, signage, service lodge flap, 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. The service lodge may create work day patches which may include such terminology.

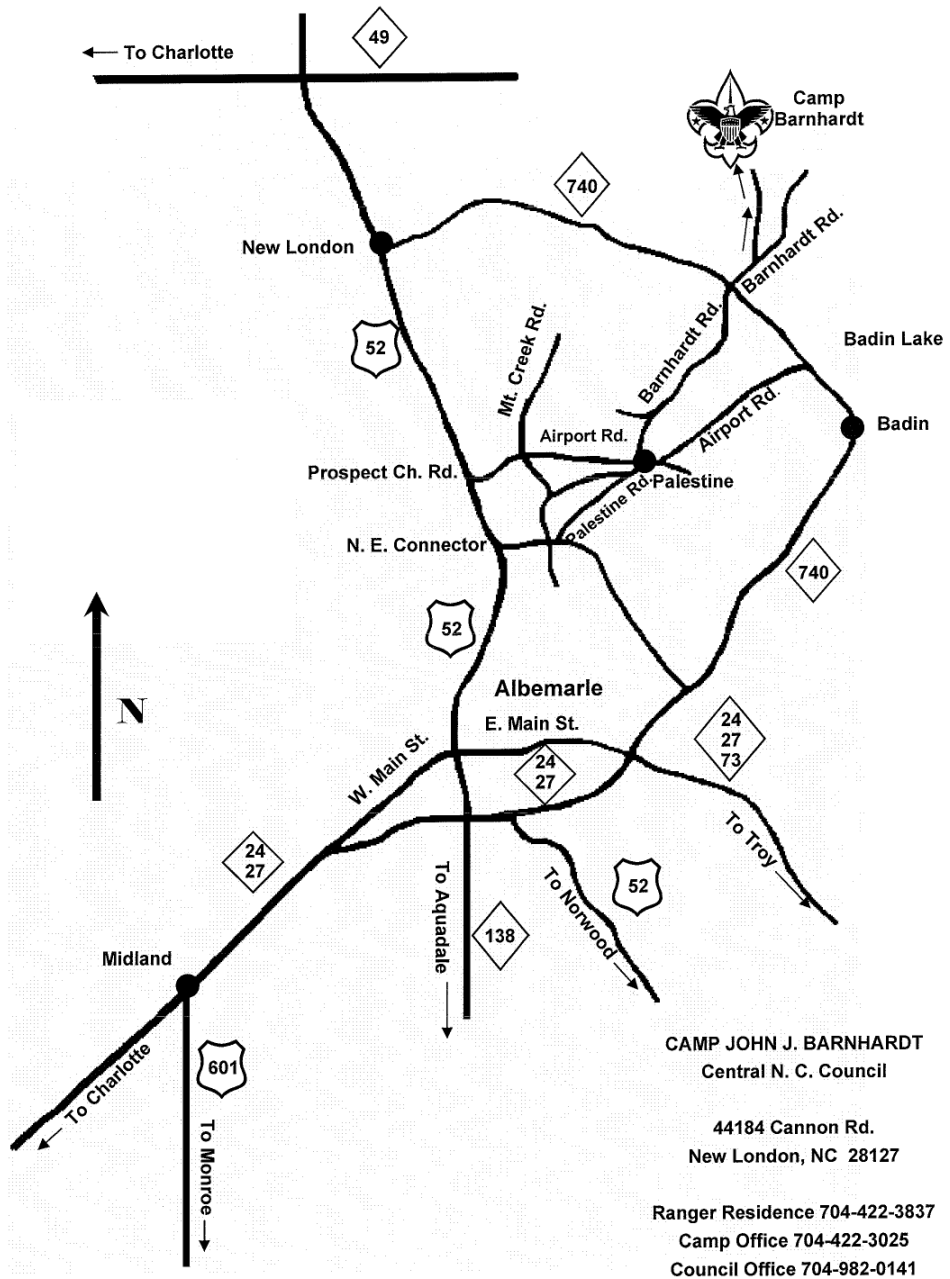
C. Schedule

Friday 4/27/12		
12:00-8:00	Check-In	Camp Office
5:30-8:00	Expo	Activity Field
6:00-8:00	Staff Supper	Dining Hall
6:30-8:00	Key 3 Dinner/COC Meeting	OA Lodge
8:15	Assembly	Amphitheater
8:30	Opening Show	Amphitheater
10:30	Cracker Barrel	Dining Hall/ Tent
9:30-12:00	Patch Trading	Patch Trading Area
10:45	Judges Meetings	OA Lodge/ Lone Scout Museum
11:00	Taps	
Saturday 4/28/12		
7:00	Reveille	
7:15-8:30	Breakfast	Dining Hall/ Tent
8:30	Assembly	Flag Pole
8:45-12:00	Pre-Ordeal Ceremony Competition	Dance Arbor
	Brotherhood Ceremony Competition	Montgomery Circle
9:00-9:45	Training Session I	Main Camp Shelters/Tents
10:00-10:45	Training Session II	Main Camp Shelters/Tents
11:00-11:45	Training Session III	Main Camp Shelters/Tents
12:00-1:00	Lunch	Dining Hall/ Tent
12:00-12:30	Tug-O-War weigh-in	Health Lodge
1:00	Assembly	Flag Pole
	Egg Toss	Flag Pole
1:10-1:30	Cross Country Run	Flag Pole
1:30-5:30	Quest for the Golden Arrow	Activity Field
	Team Sing	Dance Arbor
	Parade of Braves	Dance Arbor
	Individual Dance Competition	Dance Arbor

5:45-7:15	Dinner	Dining Hall/ Tent
7:15-8:15	Group Dance	Amphitheater
8:15-10:00	Show/Elections	Amphitheater
10:00	Cracker Barrel	Dining Hall/ Tent
	Patch Trading	Patch Trading Area
11:00	Taps	
Sunday 4/29/12		
7:00	Reveille	
7:15	Assembly	Flag Pole
7:30	COC Meeting	OA Lodge
7:30-8:45	Breakfast	Dining Hall/ Tent
9:00	Chapel/Awards Ceremony	Amphitheater

D. Menu

<u>Friday - Staff Breakfast</u>	<u>Friday - Staff Lunch</u>	<u>Friday - Staff Supper</u>		
Breakfast casserole	Salad	Salad		
Yogurt-cereal	Pizza	HB steak		
biscuits	Cookie	Potato bar		
Gravy	Bug juice/tea	Salad bar		
Milk-juice-coffee		Rolls		
		Cake		
		Bug Juice/water/Tea		
<u>Friday - COC Supper</u>	<u>Friday Cracker Barrel</u>			
Same as staff supper	Salad bar			
	Pizza			
	Mini corn dogs			
	Nacho Chips/cheese/salsa			
	Cookie/brownies			
	Bug juice			
<u>Saturday - Breakfast</u>	<u>Saturday Box Lunch</u>	<u>Saturday Supper</u>		
Bacon	Salad			
Chicken biscuits	Cold Cut Subs	Roast beef	roll	
Eggs	Chips	Green beans	cobbler	
Yogurt	Cookie, fruit			
Hash browns	Bug Juice/ Water/ Tea	Loaded mash potatoes		
Juice, coffee, milk		Bug juice, coffee, tea		
<u>Sunday Breakfast</u>	<u>Sunday - Staff Box Lunch</u>	<u>Sat Cracker Barrels</u>		
Yogurt	Sandwiches	Cake		
grits	Leftovers	Meatballs		
Cereal		Veggies and dip		
Gravy		Cheese sticks		
Danish, fruit	Bug Juice/ Water/ Tea	Ice cream sandwiches		
Sausage, chicken biscuit		Bug juice		
OJ, AJ, Milk, and Bug Juice				



E. Memorabilia Design



AB1089	
AB1023	
AB900	
AB800	
AB1042	
AB1011	
AB1048	
AB1083	
AB1148	
AB1170	
AB1133	
AB1084	

F. Budget

Income

		Fees	
Delegates	1040	\$28.00	\$29,120.00
Service Lodge	80	\$28.00	2,240.00
Guest	5	0	0
Total attending	1125		\$31,360.00
Advance from Tsali			\$400.00
Memorabilia			\$54,942.00
Misc.			\$0.00
Total			\$86,702.00

Expense

Camp use fee	1125	\$6.00	\$6,750.00
Insurance	1125	\$2.00	\$2,250.00
Memorabilia expense			\$24,148.86
Program			\$8,200.00
Administration			\$6,675.00
Logistics			\$6,900.00
Hospitality			\$4,250.00
Food			\$27,128.14
Advance for Dixie 2013			\$400.00
Total			\$86,702.00

Net Income **\$0**

Trading Post

Item	Number	Unit Cost	Total Cost	Sale Price	Gross Income	Net Income
Patch (~5.5" Tall, ~4" Wide)	1100	\$0.93	\$1,023.00	\$5.50	\$6,050.00	\$5,027.00
Same Patch given as part of fee	1200	\$0.93	\$1,116.00	\$0		(\$1,116.00)
Back Patch (~8" Tall, ~6" Wide)	500	\$3.86	\$1,930.00	\$16.50	\$8,250.00	\$6,320.00
Ghost Patch (~5.5" Tall, ~4" Wide)	950	\$0.93	\$884.00	\$5.50	\$5,225.00	\$4,341.50
Neckerchief	300	\$6.60	\$1,980.00	\$16.50	\$4,950.00	\$2,970.00
Neckerchief Slide	250	\$2.70	\$675.00	\$5.50	\$1,375.00	\$700.00
Chenille (~8" Tall, ~6" Wide)	300	\$10.00	\$3,000.00	\$22.00	\$6,600.00	\$3,600.00
Mug	144	\$4.94	\$711.00	\$8.00	\$1,152.00	\$440.64
Hat	200	\$10.00	\$2,000.00	\$13.00	\$2,600.00	\$600.00
Hat Pin	500	\$1.69	\$845.00	\$3.00	\$1,500.00	\$655.00
Participation Pins	1200	\$1.19	\$1,428.00	\$0	\$0	(\$1,428.00)
T-Shirt (SM-XL)	200	\$11.00	\$2,200.00	\$16.00	\$3,200.00	\$1,000.00
T-Shirt (2X-3X)	30	\$11.00	\$330.00	\$18.00	\$540.00	\$210.00
Hiking Staff Medallion	200	\$1.31	\$262.00	\$5.00	\$1,000.00	\$738.00
Staff Patch (~5.5" Tall, ~4" Wide)	500	\$0.93	\$465.00	\$5.50	\$2,750.00	\$2,285.00
Staff Neckerchief	300	\$6.60	\$1,980.00	\$16.50	\$4,950.00	\$2,970.00
Staff Hat	100	\$10.00	\$1,000.00	\$13.00	\$1,300.00	\$300.00
Staff T-Shirt (SM-XL)	150	\$11.00	\$1,650.00	\$16.00	\$2,400.00	\$750.00
Staff T-Shirt (2X-3X)	10	\$11.00	\$110.00	\$18.00	\$180.00	\$70.00
Staff Polo Shirt	40	\$14.00	\$560.00	\$23.00	\$920.00	\$360.00
TOTAL			\$24,149.00		\$54,942.00	\$30,793.14

Meal	Number Served	Per Meal	Extended Cost
Thursday Staff Dinner	55	\$3.00	\$165.00
Friday Staff Breakfast	55	\$2.25	\$123.75
Friday Staff Lunch	85	\$3.25	\$276.25
Friday Staff Supper	100	\$3.75	\$375.00
Friday COC Meal	55	\$5.00	\$275.00
Friday Cracker-barrel	1200	\$2.25	\$2,700.00
Saturday Breakfast	1200	\$3.25	\$3,900.00
Saturday Lunch	1200	\$3.75	\$4,500.00
Saturday Supper	1200	\$4.25	\$5,100.00
Saturday Cracker-barrel	1200	\$3.00	\$3,600.00
Sunday Breakfast	1000	\$2.75	\$2,750.00
Sunday Breakfast COC	55	\$3.75	\$206.25

Sunday Staff Lunch	75	\$4.00	\$300.00
Subtotal			\$24,271.25
Margin		6%	\$1,456.30
Equipment Rental			\$1,400.59
FOOD TOTAL			\$27,128.14

Program Expense Summary

Knowledge and Training		\$750.00
Quest for the Golden Arrow		\$300.00
Dance Area		\$2,450.00
Shows		\$3,900.00
Chapel		\$300.00
Totem Pole		\$500.00
Total Program Costs		\$8,200.00

Knowledge and Training

Power Cords		\$100.00
Site Wiring		\$100.00
Signage and Misc.		\$150.00
Tents for Training		\$400.00
Subtotal		\$750.00

Quest for Golden Arrow

Barricade Tape		\$30.00
Paint		\$45.00
Marking Flags		\$50.00
Rope		\$125.00
Frisbees		\$25.00
Miscellaneous		\$25.00
Subtotal		\$300.00

Dance and Show Area

Drum Fee		\$500.00
Seed Sod		\$700.00
Benches		\$850.00
Lights		\$400.00
Benches		\$600.00
Subtotal		\$2,450.00

Shows Costs

DJ/Music		\$300.00
Dixie Band		\$700.00
Video, Special Effects, Misc.		\$250.00
Electrical Work		\$150.00
Sound & Video Equipment Rental		\$2,500.00
Subtotal		\$3,900.00
Chapel		
Chapel		\$300.00

Totem Pole

Logs		\$400.00
Power/other		\$100.00
Subtotal		\$500.00

Administration Expenses

Registration		\$150.00
Dixie Headquarters		\$200.00
Section Expenses		\$2,000.00
Awards		\$3,000.00
Publications		\$800.00
COC expenses		\$525.00
Total Administration Costs		\$6,675.00

Logistic Expenses

Health and Safety		\$500.00
Porta Jons and Bathrooms		\$1,000.00
Dining/Training Tents		\$1,500.00
Chairs and Tables		\$400.00
Golf Carts		\$600.00
Security Staff		\$250.00
Transportation		\$300.00
Garbage Handling		\$600.00
All signs		\$450.00
Misc. site work/Safes		\$1,300.00
Total Logistical Costs		\$6,900.00

Hospitality Expenses

Ditty Bags and Water Bottles			\$3,750.00
Campsite Hosts			\$500.00
Total Hospitality Costs			\$4,250.00

II. Quest for the Golden Arrow

Program Coordinator: Josh Swain

*contact email: **Redacted***

*Phone: **Redacted***

Program Adviser: Brad Hutto

contact email: CBHutto@aol.com

Phone: (803) 536-1808

Contents:

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- Arrow/Softball Throw –
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- Chariot Race –
- Canoe Race –
- Fire Building –
- Tent Pitching –
- Cross Country Run –
- Rifle Shooting –
- Rope Throw –
- Tomahawk Throw –

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.

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 11th in each event they participate in and assigned points accordingly. These points will be assigned as such:

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
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 10.5 points (an average of 10 and 11).

D. Lodge Sponsored Events

1. Archery

- a. Each lodge is allowed one (1) contestant.
- b. Each lodge will shoot five (5) arrows from a distance of thirty (30) yards and five (5) arrows from twenty (20) yards.
- 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. If there is a tie, contestants tying will shoot (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.
- e. 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.)
- f. The bow will be thirty-five (35) pounds pull and the arrows approximately thirty-one (31) inches long.

- g. Each contestant will be allowed two (2) practice arrows from each distance before actual scoring begins.

2. Chariot Race

- a. Each lodge may enter one (1), seven (7) 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. Three (3) 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.

3. Canoe Race

- a. Each lodge may enter one (1), two (2) man team.
- b. Each lodge will run separately using the same canoe. All races will begin and end from the same designated point(s).
- c. Life jackets must be worn at all times.
- d. Kneepads may be used but will not be provided.
- e. Two (2) paddles will be provided (Single Blade).
- f. There will be two (2) judges at this event.
- g. Places will be determined by time elapsed from start to finish.
- h. All body parts must stay in the canoe.
- i. All contestants must have a medical check and be of "swimmer" status. (To be verified by Lodge Adviser).
- j. Buddy tags must be given upon arriving at the event.

4. 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.

5. Knot-Tying Relay

- a. Each lodge must field a six (6) 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 six (6) knots are:
 - i. Square Knot
 - ii. Bowline
 - iii. Sheetbend
 - iv. Taut-line hitch
 - v. Clove hitch
 - vi. Two-half hitches
- 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.

6. Egg Toss (This event will not be scored)

- a. The Lodge Chief and Lodge Adviser will execute this event.
- b. In the event that a chief or his adviser may not be present, the chief should contact the Program Coordinator before Dixie.
- c. The event will take place at the Saturday afternoon assembly as the first event of the afternoon (just before the Cross Country Race).
- d. Contestants will throw a raw egg over a set line (a rope) on the ground, spanning the necessary length.

- e. Each contestant will start behind one rope, Lodge Chiefs on one side, Lodge Advisers on another. The beginning ropes will be fifteen (15) feet apart from each other.
- f. After all eleven teams have thrown their first time, judges will then move one rope back five (5) feet, and the eggs are thrown again.
- g. The Service Lodge will provide one dozen (12) eggs for this event.
- h. The egg must be thrown and caught bare handed. Gloves are prohibited.
- i. 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.
- j. It is the Judges responsibility, not the contestants, to keep track of the number of throws each lodge has completed throughout the event.

7. Tent Pitching

- a. Each lodge is allowed two (2) contestants.
- b. A BSA Eagle 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.

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. Rifle Shooting

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

- b. Each contestant will fire ten (10) rounds
 - i. Five (5) rounds prone
 - ii. Five (5) rounds off hand
- c. Contestants will compete against each other for accuracy.
- d. All scoring will be done by an overlay target.
- e. Range safety rules and BSA Guide to Safe Scouting guidelines will apply and any infractions will result in disqualification.
- f. The service lodge will provide rifles, targets, safety gear and ammunition.
- g. Ties will be broken by shooting five (5) rounds prone.
- h. Only single shot twenty-two caliber (.22) long rifles will be used with iron sights and velocity bullets.

10. 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.

11. Cross Country Run

- a. Each lodge may enter one (1), five (5) man team.
- b. 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.
- c. Points will be awarded based on placement at the finish line.
- d. 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.
- e. No cleats or spikes.
- f. No running barefoot.
- g. Contestants will walk the course opposite of the way it will run before the race.
- h. The Service Lodge will supply eleven (11) batons.

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** each lodge must bring their own gloves for competition (the gloves cannot be sticky or talced).
- f. All six (6) contestants must wear shoes always during 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. The first (1st) round will be as follows:
 - i. All eleven lodges will be randomly placed in a bracket.
 - ii. Each lodge will have one pull against their opponent to determine a win or loss.
 - iii. 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).
 - iv. The lodge that won Tug-of-War the past year will receive a bye in the first round.
- i. The second (2nd) round will be as follows:
 - i. 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.
 - ii. Each eight (8) lodges will play in one (1), single elimination match until four (4) winners are declared.
 - iii. Competition in the second (2nd) round will be single elimination.
- j. The third (3rd) round will be as follows:
 - i. Lodges competing in the third (3rd) round will consist of the remaining four (4) lodges.
 - ii. Opponents will be decided as in rule h.iii, containing only the names of the remaining four (4) lodges.
 - iii. Each four (4) lodges will compete for best two (2) out of three (3) pulls until two (2) lodges are declared finalists.
 - iv. 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 winning lodges from the third (3rd) round.
 - ii. Opponents will be decided in the same manner as started in rule h.iii after the completion of the third (3rd) round.

- iii. Best two (2) out of three (3) pulls will determine the winner of the Tug of War 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-11th 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.

2. Ultimate Frisbee

- a. Each lodge may enter a team of up to seven (7) members.
- b. Will be played on a small size playing field, to be staked out in football fashion, end-zone, etc.
- c. The winner will be the team with the most amounts of scores after a period of five (5) minutes.
 - i. First possession will be decided by a coin toss. Teams can choose either to gain possession or to throw off.
 - ii. To begin play at the referee's signal, the team throwing off will throw off from its end zone.
 - iii. A missed / blocked catch will result in loss of possession, as will any breach of rule d.
 - iv. 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
- d. 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 MUST stop his momentum after a catch.
- e. Scores will consist of a "catch" inside the designated end zone. A player may not walk into the end zone.
- f. All seven (7) 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:

- ii. Each lodge will play out the match to full time, and if a tie is declared an extra overtime will begin in sudden death format (first team to score wins). Possession in overtime will be the same as listed in c.i.
- iii. 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).
- iv. The lodge that won Ultimate Frisbee the past year will get a bye in the first round.
- i. The second (2nd) round will be as follows:
 - i. 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.
 - ii. Each eight (8) lodges will play in one (1), single elimination match until four (4) winners are declared.
 - iii. Competition in the second (2nd) round will be single elimination.
- j. The third (3rd) round will be as follows:
 - i. Lodges competing in the third (3rd) round will consist of the remaining four (4) lodges.
 - ii. Opponents will be decided by the same process as stated in rule h.iii, with the remaining four (4) lodges.
 - iii. Each four (4) lodges will play in a single-elimination, team competition until two (2) lodges are declared finalists.
 - iv. 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. Opponents will be decided in the same manner as started in rule h.iii after the completion of the third (3rd) round.
 - iii. One single elimination match will determine the winner of the Ultimate Frisbee 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-11th 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.

- o. There will be a stall count of five (5) seconds, it is the opposing team's responsibility to count at a reasonable, slow pace.
- p. Defenders must be no closer than an arm's length to the thrower.
- q. Any rules not outlined in the Dixie Proposal will be governed by US ultimate rules.

III. Ceremony Events

Ceremony Events Coordinator: Paul Horton

*Phone: **Redacted***

*contact email: **Redacted***

Ceremony Events Adviser: Tim Hunt

contact email: tim_hunt@swiftrans.com

Phone: (864) 353-6232

Contents:

Ceremony Competition Guidelines

Evaluation Sheet

A. Ceremonial Competition Guidelines

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 critique 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 ceremonial performance, 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 performances, and should guard against ungenerous attitudes.

1. 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. Small lodges that are unable to provide a judge will be permitted to compete subject to an adequate number of judges.

2. 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 Meteu saying “Brothers, some have been found,” and ending with Kichkinet saying “Let us try to find the Arrow.” Each team must use the most current edition of the ceremony text. By request, each team may be allowed to invest before the ceremony.
- b. Brotherhood Ceremony Text: Each team will perform the Brotherhood ceremony beginning with Allowat Sakima saying “Brothers, form our circle,” and ending with Allowat Sakima saying “You will now take your places in the circle with your brothers.” Each team must use the most current edition of the ceremony text. By request, each team may be allowed to invest before the ceremony.
- 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.
- d. Each lodge is required to submit the names of its ceremony team members by Wednesday, April 25th, 2012 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 randomly by the Ceremony Events Coordinator. The order may be adjusted by the Ceremony Events Coordinator if any conflicts arise.

- f. 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 for reviewing with each team. Teams that arrive late may be rescheduled or disqualified at the discretion of the Head Judge.
- g. With the permission of each team, the ceremonies will be recorded for section training and education purposes.
- h. 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.

3. Judges

- a. There will be at least 7 judges, not including the memory judge.
- b. Each lodge is asked to contribute one adult to the judging panel of each ceremony competition that they enter.
- c. Each judge should have sufficient word-for-word knowledge of the ceremonies that he 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 provide a head judge, a memory judge and such other judges as it wishes in addition to the lodge-provided judges. The memory judge will be responsible for scoring each ceremonialist in the categories of Movements and Memorization on the evaluation sheet.
- e. The scores will be normalized and the high and low scores will be dropped.

4. 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 in presenting 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, taking care to only fill in the portions of the evaluation sheet that are NOT marked "Ceremony Events Staff use only." Individuals will be given a score of one, two, three, or four in each of the following categories: Gestures, Clarity & Rate, Bearing, Expressiveness, Movements, and Memorization. These six scores will be averaged to determine the individual's overall score.

For ceremony team evaluation the national standard for “Honor Team” is:

- At least three of the four principals must be rated three or four overall.
- No more than one principal is rated two overall.
- No principal is rated one in any category.
- No principal is rated one overall.
- No movements in the movement diagrams may be altered.
- No team categories are rated one.

For competition purposes, the overall scores of each principal will be added together and multiplied by three. Then, up to four points will be added for each of the following categories: Teamwork, Preparation, Consistency, and Atmosphere. The sheets with the highest and lowest overall scores for the team will not be counted. The average of the totals on each remaining evaluation sheet turned in will be the team’s score.

5. 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, Ceremony Events Coordinator, and the Adviser to the Ceremony Events Coordinator may resolve the issue through disqualification of incongruous scoring.

6. Awards

All teams that meet the national standard for quality ceremonies on a majority of the evaluation sheets turned in will receive an Honor Team award. In addition, awards will be given to the top three Honor Teams in both the Pre-Ordeal and Brotherhood Ceremonies, and the winner of both will receive a rotating trophy. Teams that do not meet the Honor Team criteria will not be considered when determining the top three. Awards will be given to each member of an Honor Team and each member of a team that places in the top three in either competition.

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: _____

Ceremony Team Evaluation Sheet

INDIVIDUAL CATEGORIES: Scores of one, two, three, or four should be entered in each of the categories for each principal. They will be averaged to determine each principal's overall score. Please do NOT enter partial scores (1.5, 3/4, etc.)

	Allowat Sakima	Meteu	Nutiket	Kichkinet
Gestures				
Clarity & Rate				
Bearing				
Expressiveness				
<i>Ceremony Events Staff use ONLY in shaded area!</i>				
Movements				
Memorization				
Overall Score				

TEAM CATEGORIES: Circle the appropriate score for each category.

Preparation:	1	2	3	4
Consistency:	1	2	3	4
Teamwork:	1	2	3	4
Atmosphere:	1	2	3	4

Judge Comments:

<i>Ceremony Events Staff use ONLY in shaded area!</i>		
Average of Individual Overall Scores: _____ x2 = _____		
+ Sum of Team Category Scores = _____		
<u>OVERALL TEAM SCORE = _____</u>		
Honor Team?	Yes	No

IV. American Indian Events

American Indian Events Coordinator: Matthew Barnes

*Phone: **Redacted***

*contact email: **Redacted***

American Indian Events Adviser: James Barton

contact email: quitnot71@gmail.com

Phone: (843) 557-7038

Contents:

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

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.

Team sing, dance, and ceremonies will have the highest and lowest scores dropped.

A. Parade of Braves-Outfit Competition Guidelines

1. 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.

2. Grading System

The grading system shall be:

- a. 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 made by him he must notify the judge prior to being judged. Items not made by the participant will not be judged.
- b. 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.

3. Individual Outfit Awards and Categories

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

2012 Dixie Parade of Braves
(based upon 2009 NOAC standards)

FANCY DANCE OUTFIT

NAME _____ **LODGE #** _____

JUDGE _____ **CONTEST #** _____

MAXIMUM SCORE 90

Scale (except for Item 8 – Overall): 0 = Missing or Incorrect Item; 1-3 = Acceptable;
4-6 = Good; 7-9 = Excellent; 10 = Superior

Item 1: HEAD – Roach, Roach Feathers, Rocker Spreader or Spinners, **SCORE**
Scalp, Feathers, Roach Crown, Headband (10) _____

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

Acceptable: Fiber roach, un-coordinated color porcky roaches, inadequate length, poorly constructed or worn out roach. Contemporary feather crests if coordinated with the style of the outfit.

Incorrect: 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 appliqué, sequins, or beaded, ribbon fringe, adequate length and width to cover upper body. Colored neck scarf or necklace optional. Beaded harness as part of a beaded set, coordinated colors with outfit, adequate length. Contemporary vest. A ribbon shirt or a coordinated shirt appropriate for the fancy style of outfit.

Acceptable: Items that do not coordinate well with the outfit, inappropriate length of cape, fringe, or harness. Shirt goes with outfit but not of high quality. Plain or undecorated items.

Incorrect: Beaded fringe, chainette fringe, lack of proper fringe, t-shirt, body shirt, no shirt with no cape or vest, yarn fringe, breastplate, bandoliers, OA sash, missing items.

Item 3: BUSTLES – Neck Bustle, Back Bustle, Rosettes, Scarves (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 cupped appropriately for the dancer's shape and height. Quill shaft decoration, matching center rosettes, colors complementing and coordinating with outfit, and properly worn. Neck bustle should be worn high, coming well above shoulders, tied to neck with scarves or other appropriate material as not to detract from the outfit. Back bustle should be affixed to waist and not conflict with neck bustle.

Acceptable: Smaller bustles, thinner hackle coverage, un-coordinated colors, no streamers on back bustle or neck bustle, no scarves. Inverted feathers with underquill exposed.

Incorrect: No bustles (back or neck), poorly made bustles, traditional style bustle, missing items or poor materials.

Item 4: ARMS – Bustles, Armbands, Cuffs, Scarves (10) _____

Superior: Bustles incorporate same style as back and neck bustles, hackles, rosettes, securely attached to arm. Scarves can be attached. Armbands – beaded as part of a set with drops. Cuffs worn at the wrist with appropriate design elements as to coordinate with the overall theme of the outfit. Ribbon or other fringing.

Acceptable: Armbands plain no drops, small or uncoordinated bustles without rosettes, cuffs are plain and not fringed or mismatched in overall scheme.

Missing/Incorrect: No arm bustles. Fluffy bustles, tied scarves for armbands, no armbands, wrong style cuffs, no cuffs.

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

Superior: Whip sticks, beaded or other decoration with coordinated colors. Streamers, feathers, or scarves at tips with adequate movement. Optional flat or loose fan or mirror board can be used with, or in place of, whip sticks. All must fit with the overall look of the outfit.

Acceptable: Undecorated whip sticks, poor movement of streamers or scarves, un-coordinated colors.

Missing/Incorrect: No hand articles. Traditional style dance sticks, hoops. Objects considered to be of other styles.

Item 6: MID-BODY – Aprons, Belt, Side Tabs, Shorts (10) _____

Superior: Aprons, of adequate length and width to cover mid body, with coordinated colored designs in fabric appliqué, sequins, or beaded, ribbon fringe. Belt, beaded or other decoration, coordinated colors. Side tabs, adequately covering space between front and back aprons, beaded or imitation, cloth, fringed, coordinated colors. Appropriate shorts or suitable mid body covering.

Acceptable: Un-decorated aprons, scarves for side tabs, plain belt. Oversized or distracting shorts or unsuitable coloration of mid body covering.

Improper: No aprons, no belt or side tabs. Breechcloths, no fringe on aprons, no shorts, underwear, missing items.

Item 7: LEGS & FEET – Goats, Bells, Knee Bands, Moccasins (10) _____

Superior: “Goats” angora or other long-haired animal, white, appropriate length, worn correctly. Bells, sheep bells, below knee or at ankle, do not interfere with goats, properly attached. Knee bands, beaded, cloth, or other material, colored scarves. Moccasins, hard sole leather moccasins, beaded - colors coordinated with outfit.

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

Missing/Incorrect: 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 outfit, lacking some items;
11-15 Excellent; 16-20 Superior

Does the outfit have the right “look”? Does it look complete? (20) ____
Is it consistent? Is the movement appropriate?

FINAL SCORE (Super Superior 74-90; Superior 50-73; Excellent 25-49; Good 1-24) (90) ____

A note about outfits:

The most important thing about a modern Fancy dance outfit is its overall look. Outfits are meant to be danced in, not to be judged in a still position. The components of your outfit should move well when you dance and work to enhance your dancing style. For this reason, materials, size, shape, and placement of the individual outfit components listed above must be in order. When specific materials are called for – such as beadwork – an adequate substitution of cloth, fabric appliqué, sequins, painted material, or plastic canvas cross-stitch can be used. However, proper colors, designs, and proportions must be in place for the article to get maximum points from the judge.

This form is not just a scoring sheet, it is a resource for you to constantly improve your outfit to be the best that it can be. When you look at the individual scores on items 1-7 as well as the overall score, think of what you could do differently next time to improve each item by just a few points. Our goal is to elevate your outfit to a higher level of quality each time you dance. By continually improving your outfit, your individual dance style will improve as well.

A note to all contestants:

This form is designed to outline 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 outfits include:

- (1) “The Modern Fancy Dancer” by C. S. Evans and J. R. 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, the 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 outfits of today. If you live in an area where it is difficult to attend powwows, you can use resources such as powwows.com and YouTube to view photos and video footage of powwow dancers. Please be respectful of others’ outfits. Model your outfit after contemporary dancers, but do not copy specific designs.

The history of the Fancy Dance is one of the most fascinating and well documented of all of the men’s dance styles. While Fancy Dance outfits 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 outfit style.

2012 Dixie Parade of Braves
(based upon 2009 NOAC standards)

GRASS DANCE OUTFIT

NAME _____ **LODGE #** _____

JUDGE _____ **CONTEST #** _____

MAXIMUM SCORE 110

Scale (except for Item 10 – Overall): 0 = Missing or Incorrect Item; 1-3 = Acceptable;
4-6 = Good; 7-9 = Excellent; 10 = Superior

Item 1: HEAD – Roach, Roach Feathers, Spreader, Center Medallion **SCORE**
(10) _____

Superior: Northern style porcupine/deer tail hair roach, well made and correctly worn flat. Usually more than 14 inches in length. Beaded or German silver spreader with two imitation/reproduction golden eagle tail feathers properly attached or wire with fluffs attached. Bulls tail is lazy stitched w/proper colors and designs. Roach pins may be worn with the roach properly attached on a head harness. Typically a large beaded medallion is in the center of the forehead.

Acceptable: Northern style hair roach of poor construction or fiber imitation, improper spreader, poor quality or missing roach feathers.

Incorrect: Bandannas, sunglasses, baseball caps, missing items.

Item 2: NECK – Beaded Bib/Necktie/Choker or Silk Neckerchief (10) _____

Superior: Properly constructed beaded (usually lazy stitch) choker/bib/necktie matching the clothing attire. Silk neckerchief with a beaded neckerchief slide.

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

Incorrect: Scout neckerchiefs or hair pipe choker, missing items.

Item 3: UPPER TORSO – Shirt and Cape (10) _____

Superior: Buttoned, store bought shirt that can be decorated with fabric appliqué work, worn under the cape. Cape is made of satin or silk material and decorated with lazy stitch or fabric appliqué work. Cape has ribbon or yarn hanging down 10-14 inches in length. The back of the cape is more decorated than the front.

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

Incorrect: Ribbon shirts, improper materials or prints, bare chest, missing items.

Item 4: ARMS – Arm Bands, Cuffs (10) _____

Superior: Fully beaded or fabric appliqué armbands and cuffs with proper colors, designs, and technique meet the standard

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

Incorrect: Improper colors, designs or construction techniques, leather gauntlets, German silver, plain leather cuffs or cuffs decorated with sequins, tacks, etc., missing items. Fake beadwork.

Item 5: HANDS – Wing Fan, Flat Fan, Loose Feather Fan (Macaw), Mirror Board, other appropriate hand objects as listed below (10) _____

Superior: Appropriately-sized wing fan or flat fan (Canada goose, for instance). Mirror Board, painted or stained, with tacks.

Acceptable: Lower quality wing fan, etc.

Incorrect: Improperly constructed pipebags, peace pipes, calumets, shields, spears, lances, sabers, rifles, contemporary traditional dance sticks, whistles, cane sticks, missing items.

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

Superior: Aprons made out of satin/silk material with bead work or fabric appliqué work. Apron has ribbon or yarn hanging down 10-14 inches in length. Back of apron is more decorated than the front. Side tabs are fully beaded (lazy stitch) or fabric appliqué 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 appliqué that is still correct for designs, colors, and technique.

Missing/Improper: Wool, incorrect designs, materials, or construction (i.e., Old Time Sioux clouts, modern ribbon work, BSA items, etc.) Apron or pants without ribbon or yarn, sweatpants, jeans, missing items.

Item 7: FRONT ACCESSORY – H-Harness (10) _____

Superior: Fully beaded or fabric appliqué H-Harness with proper colors, designs, and technique meet the standard. The harness should drop just a few inches below the knee.

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

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

Item 8: FRONT ACCESSORY – Belt

(10) _____

Superior: Fully beaded with proper colors, designs, and technique meet the standard. The belt is typically beaded and about 4-5 inches wide.

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

Incorrect: Improper colors, designs or construction techniques, missing items. Fake plastic bubble beadwork, no Straight Dance belts, silver Concho belt.

Item 9: FEET

(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. White angora anklets are also 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.

Missing/Improper: 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 outfit, lacking some items; 11-15 Excellent; 16-20 Superior

Does the outfit have the right “look”? Does it look complete?

(20) _____

Is it consistent? Is the dancer knowledgeable about his outfit’s components?

FINAL SCORE (Super Superior 91-110; Superior 61-90; Excellent 31-60; Good 1-30)

(110) _____

2012 Dixie Parade of Braves
(based upon 2009 NOAC standards)

OLD STYLE DANCE OUTFIT

NAME _____ LODGE # _____

JUDGE _____ CONTEST # _____

MAXIMUM SCORE 110

Scale (except for Item 10 – Overall): 0 = Missing or Incorrect Item; 1-3 = Acceptable;
4-6 = Good; 7-9 = Excellent; 10 = Superior

Item 1: HEAD – Roach, Roach Feathers, Spreader, Wapegnaka (Bull tail),
or other period-appropriate headdress **SCORE**
(10) _____

Superior: Northern style porcupine/deer tail hair roach, well made and correctly worn flat. Usually less than 14 inches in length. Bone or rawhide spreader with bone/wooden sockets and one or two imitation/reproduction golden eagle tail feathers properly attached. Lane stitched or quilled bull's tail w/proper colors and designs. No bull's tail needed if neck bustle is worn. May include scalp feathers, quilled wheels, etc. A warbonnet may be worn if the rest of the outfit matches; i.e., warbonnets were worn by older men with more elaborate outfits. Roach pins may be worn, but they are of the shorter, older style; 6" and longer modern style roach pins do not meet the standard. "Simple" feather headdresses worn at the back of the head meet the standard if they are of the appropriate design and construction.

Acceptable: Northern style hair roach of poor construction or fiber imitation, improper spreader (German silver, etc.), ribbon, or other decoration in lieu of bull's tail or neck bustle, poor quality or missing roach feather.

Incorrect: Top hats, bowlers, porkpie hats, Civil War hats, bandannas, fur turbans, non-vintage roaches, granny glasses, sunglasses, northern traditional visors, etc., missing items.

Item 2: NECK – Coker, Peace Medal, Necklace, Neck Bustle, Cotton or
Silk Neckerchief (10) _____

Superior: Properly constructed hair pipe, bone tube, otter, or dentalium choker with harness leather-type spacers. Choker should minimum of three rows, preferably four. Ca. 2 1/2" backed mirror or conch shell disk may be used in the center of the choker. No penalties for plastic vs. bone. Beads may be brass, old style tile, Crow, Russians, etc., but aurora borealis beads do not meet standard. 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 a variety of feathers and feather treatments.

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

Incorrect: Scout neckerchiefs, non-Peace Medal medallions, poor construction does not meet the standard, colored pipes or tubes, missing items.

Item 3: CHEST AREA – Shirt, Vest, Otter, Breastplate, Bandoliers

(10) _____

Superior: Buttoned, store bought shirt or union suit. Shirts are plain, light-colored cotton or have simple print designs or stripes; such shirts are typical of commercial shirts available in the early 1900's; a modern plain or striped dress shirt is a good substitute. A leather warshirt may be worn if it is consistent with the rest of the dancer's outfit. Other "breastplate" with metal-backed mirrors, quilled wheels, ribbons, quilled or beaded panels meet the standard. (Otter fur or high quality fake otter fur meet the standard.) Bone Breastplates with 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 (see Item 2 for bead standards). 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, cowry shells, elk teeth, or quillwork. Fully beaded vests must be done with proper colors, designs, and beading technique to meet standard. Quilled breastplate made with real quills meets the standard. Bandoliers made of beads (see Item 2 for bead standards), or 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/alternative but acceptable materials, properly made examples of all the things listed above.

Incorrect: Modern ribbon shirts, improper materials or prints, bare chest, incorrect beads, etc., missing items.

Item 4: ARMS – Arm Bands, Cuffs

(10) _____

Superior: Fully beaded (Lane stitched) or quilled armbands and cuffs with proper colors, designs, and technique meet the standard. Brass armbands meet the standard. Beaded, quilled or appropriate brass cuffs can be used, but are not mandatory. Beadwork or quillwork on cuffs does not have to match that on the armbands.

Acceptable: Lower quality beadwork/quillwork that is still correct for designs, colors, and technique. Loom beadwork is acceptable with proper colors and designs. Raffia-simulated quillwork is acceptable.

Incorrect: Improper colors, designs or construction techniques do not meet the standard. Gauntlets, German silver, plain leather cuffs or cuffs decorated with sequins, tacks, etc., do not meet the standard. Faked beadwork does not meet the standard.

Item 5: HANDS – Wing Fan, rope, quirt, pipe bag, or other appropriate hand objects as listed below

(10) _____

Superior: Appropriately-sized wing fan or flat fan (Canada goose, for instance). Coiled rope, sweet grass braids and hoops, tomahawk pipes (non-metallic head), quirt, Lane stitched or quilled pipebag, cane (commercial cane of wood with semi-circular handle or straight ivory handle).

Acceptable: Lower quality wing fan, etc. Neatly applied loom beadwork on a pipebag is acceptable if the colors and designs are correct.

Incorrect: Improper fans (macaw, loose fans, modern fans, etc.) Improperly constructed pipebags, mirror boards, peace pipes, calumets, shields, spears, lances, sabers, rifles, contemporary traditional dance sticks, Peyote beadwork, missing items.

Item 6: MID-BODY – Breechclout or aprons, tack belt, sash, small pouch, etc. (10) _____

Superior: Breechclout/aprons of high quality wool. Trade cloth or stroud cloth not required: wool is fine. Decorations and materials appropriate to the period (quillwork, ribbons, metal sequins, bone buttons, era appropriate coins, metallic fringe, etc.).

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

Incorrect: Non-wool, incorrect designs, materials, or construction (i.e., contemporary traditional beaded clouts, modern ribbon work, BSA items, etc.), missing items.

Item 7: BUSTLE (10) _____

Superior: Properly sized and constructed Sioux mess 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 a tack belt or sash. The sash may be woven or a strip of wool; it can be decorated with a limited number of circular mirrors.

Acceptable: Poor quality construction or materials.

Incorrect: Contemporary bustles, butterfly bustles, other era/tribe-inappropriate bustles, missing items.

Item 8: LEGS – Leggings, long johns, correct fur knee bands or anklets, bells, quilled knee bands, bells, fur. (10) _____

Superior: Wool or hide leggings (properly constructed). Fully or partially beaded. Lane stitched or quilled strips, with proper Sioux or northern plains colors, designs, and techniques. If hide leggings are worn, they may be painted with appropriate stripes, etc. Wool or cotton long johns/union suits, plain or dyed, decorated or not. Large brass or nickel plated bells (ca. 1 ¼” Dia- 1 ¾” dia.) should be mounted on harness-type leather and worn in straps at knees and/or ankles, and/or legs, as appropriate. Fur knee bands or anklets can be angora, otter, or skunk; bands should be at either knee or ankle but not both (High quality fake fur meets the standard). Bells can be worn in conjunction with the fur knee bands or anklets. If leggings are worn, bells are optional

Acceptable: Knickers (with plain socks), felt leggings, bells that are too small or improperly worn. For this category, loom beadwork legging strips with correct dimensions, appropriate colors and designs are acceptable.

Incorrect: Non-northern plains leggings, improper colors, designs, techniques; cotton or canvas leggings, jeans, shorts or pants; cow or sheep bells, fur or fake fur from improper species (in particular, the use of coyote will need to be well-documented), missing items.

Item 9: FEET – Plains hard sole moccasins (10) _____

Superior: Properly designed and constructed two-piece, hard sole Sioux-style moccasins. Fully or partially beaded or quilled, with proper colors, designs, and techniques meet the standard.

Acceptable: Properly designed and constructed two-piece undecorated hard sole moccasins. Properly designed and constructed two-piece hard sole moccasins with lower quality quill and/or beadwork. Painted deck shoes that imitate Plains hard sole moccasins are acceptable.

Incorrect: Bare feet and improper footwear such as slipper-type moccasins.

Item 10: OVERALL

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

Does the outfit have the right “look”? Does it look complete? (20) _____
Is it consistent? Is the dancer knowledgeable about his outfit’s components?

FINAL SCORE (Super Superior 91-110; Superior 61-90; Excellent 31-60; Good 1-30) (110) _____

2012 Dixie Parade of Braves
(based upon 2009 NOAC standards)

STRAIGHT DANCE OUTFIT

NAME _____ LODGE # _____

JUDGE _____ CONTEST # _____

MAXIMUM SCORE 90

Items 1, 4, 5: 10 points each

Scale: 0 = Missing or Incorrect 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 for improvement; 6-10 = Solid basic outfit, lacking some items;
11-15 = Excellent; 16-20 = Superior

Item 1: HEAD – Roach; Roach Feather(s); Roach Spreader; Scalp Feather; **SCORE**
Headband – (optional) or – Otter fur turban (10) _____

Superior: Roach – well made, worn correctly, appropriate flare, should stand up in the front, colors coordinated with outfit, 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.

Incorrect: 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 and Slide; (20) _____
Arm Bands with Ribbon Decoration; Bandoliers; Belt; Otter Dragger; (optional) – Vest;
Breastplate; or Metal 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 outfit, properly decorated otter fur dragger, or German silver hair plates, preferably stamped with designs.

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

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

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

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 – tied on correctly.

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 outfit).

Incorrect: no dance suit; or leggings, shirt, apron, trailer, all made from ceremony team outfit 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; decorated mirror board; beaded dance stick.

Acceptable: Flat fan other than imitation eagle feather; loose fan; simple mirror board; dance stick with minimum decoration.

Incorrect: No hand articles. Whip sticks, hand articles from other dance styles, missing items.

Item 5: FOOTWEAR – 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 colored/painted canvas deck shoes with proper designs.

Incorrect: No moccasins; leather soft sole moccasins; sneakers.

Item 6: OVERALL

Does the outfit have the right “look”? Does it look complete? (20) ____
Is it consistent? Does it represent a “tribal” style?

FINAL SCORE (Super Superior 74-90; Superior 50-73; Excellent 25-49; Good 1-24) **(90)** ____

2012 Dixie Parade of Braves
(based upon 2009 NOAC standards)

CONTEMPORARY TRADITIONAL DANCE OUTFIT

NAME _____ LODGE # _____

JUDGE _____ CONTEST # _____

MAXIMUM SCORE 110

Scale (except for Item 10 – Overall): 0 = Missing or Incorrect Item; 1-3 = Acceptable;
4-6 = Good; 7-9 = Excellent; 10 = Superior

Item 1: HEAD – Roach, Visor, Roach Feathers, Spreader, Wapegnaka (Bull’s Tail), Mandan Style Feather Headdress **SCORE**
(10) _____

Superior: Northern style porcupine/deer tail hair roach, well made and correctly worn. No set length, but fits the dancer’s body. Fully/partially beaded, German silver, or bone spreader with two sockets and two imitation eagle tail feathers properly attached. Lane stitched Beaded or quilled bull’s tail to match the rest of the beadwork. May include scalp feathers, quilled wheel wheels, etc. Roach pins are usually worn with a large cluster of imitation eagle plumes attached to the end. Feather visors made of imitation eagle feathers, Mandan style headdress, and beaded roach crowns that match the rest of the beadwork in design and style.

Acceptable: Northern style hair roach of poor construction or fiber imitation, excessive in length. Plain 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”).

Incorrect: Feather Roach, animal skins, missing items.

Item 2: NECK – Coker (Bone or Beaded), Scarf with Slide (Beaded or German Silver), 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, but no colored pipes or tubes. Beads may be any sort of glass or plastic bead that matches rest of outfit’s colors and design. Fabric scarf and a scarf slide which should be of German silver or beaded to match rest of beadwork. Beaded neckties with matching beadwork. If fringe is added it needs to match all other fringe.

Acceptable: Poor construction or doesn’t match or coordinate with the rest of outfit.

Incorrect: Scout neckerchiefs, improper or missing items.

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

Superior: Shirts are satin or cotton can be a solid color with an elaborate fabric appliqué design down the sleeves and over the shoulder or a colored print with simple ribbon decoration. Fully or partially (front panels) beaded vests must be done with colors, designs, and beading technique which matches the rest of

the outfit's 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 beaded rosettes or pendants, ribbons, hawk belts, etc. Bandoliers made of bones and beads (see Item 2 for bead standards), or of deer toe/dew claw dangles. "Junk" dangles meet the standard (not as common among contemporary dancers). Loop style or bone and bead necklaces that match the rest of the outfit. Split 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 (not as common among contemporary dancers). Fully or partially beaded cape that matches rest of beadwork set. Cape is fringed with leather or ribbon that matches the rest of outfit.

Acceptable: Lower quality, but properly made examples of all the things listed above. Old time otter "breastplates." Beadwork that doesn't match the rest of the outfit.

Incorrect: Bare chest or missing items.

Item 4: ARMS – Arm Bands, Cuffs (10) _____

Superior: Armbands - Fully beaded, German silver/brass, or tooled leather decorated with ribbon, beadwork, quillwork, brass tacks, or mirrors. Fully beaded cuffs with matching colors, designs, and technique of rest of the outfit. Cuffs fringed with leather or ribbon fringe which matches all other fringe. Armbands are not mandatory, especially with elaborately decorated shirt sleeves.

Quilled armbands made with real quills that match or coordinate with rest of the outfit (not as common among contemporary dancers).

Acceptable: Lower quality beadwork that is still correct for designs, colors, and technique, but does not match. Low quality materials.

Incorrect: Brass or German silver cuff or bracelets, missing items.

Item 5: HANDS – Wing or Northern Style Flat Fan, Dance Stick, Shield, or Other (10) _____

Superior: Appropriately-sized wing or Northern style flat fan (Canada goose or turkey, for instance). Dance hoop wrapped in otter skin with feather dangles, ribbon, or ermine. Dance stick with imitation eagle claw, cane, mirror board, gunstock war club, or other appropriate. 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 pipebags that match the rest of the outfit.

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

Incorrect: Improper fans (small straight dance style fans) improperly constructed pipebags, mirror boards, missing items. Pipes, calumets, sabers, rifles.

Item 6: MID-BODY – Aprons, Side Tabs, Belt, Sash, etc.

(10) _____

Superior: Aprons are fully/partially beaded that matches rest of beadwork. High quality selvedge edged wool decorated with appliqué fabric designs, ribbons, metal sequins, ribbon or leather fringe which matches rest of the outfit or a combination. Fully beaded side tabs that match in design and color cover the sides 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: Wool without decorations. Beadwork that doesn't match the rest of the outfit.

Improper: Plain felt aprons, Old-style breechcloths, finger woven straight dance sashes, missing items.

Item 7: LEGS – Leggings, Knee Bands, Socks, Tights, Angora Anklets, Bells

(10) _____

Superior: Leather or fabric leggings decorated with beadwork that matches designs. Fringed with leather or ribbon fringe that matches the rest of the outfit or combination of the two. Beaded knee bands that match the rest of the outfit. 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. Appropriate colored compression pants (tights – usually black) can be worn. Large brass or nickel plated bells (ca. 1" Dia – 1 ½" 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 is of angora or Icelandic sheep and can be dyed a color that matches the rest of outfit. Buffalo fur is also seen. Anklets are not mandatory if wearing leggings.

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

Incorrect: 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 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 outfit. Decorations of feathers, beadwork, fabric appliqué, 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.

Incorrect: 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 outfit.

Acceptable: Properly designed and constructed two-piece, hard sole Northern Plains moccasins, undecorated. Or lower quality quill and beadwork.

Improper: Barefoot, tennis shoes, sandals, water socks, etc.

Item 10: OVERALL

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

Does the outfit have the right “look”? Does it look complete? (20) _____

Is it consistent? Can the dancer correctly answer questions about his outfit’s components?

FINAL SCORE (Super Superior 91-110; Superior 61-90; Excellent 31-60; Good 1-30) **(110)** _____

2012 Dixie Parade of Braves
(based on proposed 2012 NOAC Standards)

CHICKEN DANCE OUTFIT

NAME _____ **LODGE #** _____

JUDGE _____ **CONTEST #** _____

MAXIMUM SCORE: 90

Scale (except for Item 8 – Overall): 0 = Missing or Incorrect Item; 1-3 = Acceptable;
4-6 = Good; 7-9 = Excellent; 10 = Superior

SCORE

Item 1: HEAD – Roach, Roach Feathers, Spreader, Scalp Feathers (10) _____

Superior: Roach – well made, worn correctly, appropriate flare, length should be a minimum of 14”, coordinated with outfit, with spreader and roach feathers (can be decorated. Porcupine hair roaches are necessary). Headband, beaded or other decoration method, colors should coordinate with the outfit. Side drops and wapanekas are a nice touch. (Beaded) roach pin is needed.

Acceptable: Fiber roach, un-coordinated color porcky roaches, inadequate length, poorly constructed or worn out roach.

Incorrect: Bandannas, no roach, war bonnets, animal skin headgear, missing spreader, feather visors, missing items.

Item 2: BODY/CHEST AREA – Yoke, Body Covering, Tie, Breast Plate (10) _____

Superior: Yoke with coordinated colored designs in beaded or fabric appliqué, sequins, with chainette fringe or ribbon, adequate length. Body covering to include full tights, plain or decorated, coordinated colors with outfit. Beaded necktie and collar is superior, not to be worn with yoke. Decorated Otter breastplate, Crow-Loop necklace, or bone breastplate are a nice touch, worn appropriately.

Acceptable: Items that do not coordinate well with the outfit, inappropriate length of yoke, fringe, or body covering. Plain or undecorated items.

Incorrect: Lack of proper fringe, t-shirt, no body covering, yarn fringe, bandoliers, OA sash, missing items.

Item 3: BUSTLE (10) _____

Superior: Well-constructed back bustle. To have coordinated colors, be adequate size and contain uprights and a trailer. Trailer should be decorated and be a double trailer. Feather decoration, clean design and execution, colors complementing and coordinating with outfit, and properly worn. Back bustle should be affixed to waist.

Acceptable: Mess bustle with little color, un-coordinated colors, no streamers on back bustle or neck bustle, no scarves.

Incorrect: No bustles (back or neck), poorly made bustles, traditional style bustle, missing items or poor materials.

Item 4: ARMS –Armbands, Cuffs (10) _____

Superior: Armbands – beaded as part of a set with drops. Cuffs worn at the wrist with appropriate design elements as to coordinate with the overall theme of the outfit. Beadwork and/or quillwork on armbands and cuffs. Decorated deer leg armbands are a nice touch. Silver or well-made brass armbands can be worn as well.

Acceptable: Armbands plain, cuffs are plain or mismatched in overall scheme.

Missing/Incorrect: No armbands or cuffs.

Item 5: HANDS –Fan, Mirror Board, Otter Hoop, Dance Stick, Other (10) _____

Superior: Fan, flat or loose. Mirror board. Beaded or decorated dance stick or wheel, or otter fur hoop may be worn. All must fit with the overall look of the outfit.

Acceptable: Undecorated items, only one hand item.

Missing/Incorrect: No hand articles. Objects considered to be of other styles.

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 appliqué, sequins, or beaded, chainette fringe or ribbon. Belt, beaded or other decoration (Concho), coordinated colors. Side tabs, optional, adequately covering space between front and back aprons, beaded or imitation, cloth, fringed, coordinated colors.

Acceptable: Un-decorated aprons and plain belt.

Improper: No aprons, no belt. Breechcloths, no fringe on aprons, missing items.

Item 7: LEGS & FEET – Goats, Bells, Knee Bands, Moccasins (10) _____

Superior: “Goats” angora or other appropriate animal, white, appropriate length, worn correctly. (Goats maybe dyed to match overall theme of outfit. Colors must be appropriate to overall look.) Other ankle coverings could include dyed strung feathers, although not necessary. Bells, brass sleigh or any variation of brass 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. Moccasins, Plains hard sole leather moccasins, beaded and/or quilled - colors coordinated with outfit.

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

Missing/Incorrect: 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 outfit, lacking some items;
11-15 Excellent; 16-20 Superior

Does the outfit have the right “look”? Does it look complete? (20) _____
Is it consistent? Is the movement appropriate?

FINAL SCORE (Super Superior 74-90; Superior 50-73; Excellent 25-49; Good 1-24) (90) _____

A note about outfits:

The most important thing about a Chicken Dance dance outfit is its overall look. Outfits are meant to be danced in, not to be judged in a still position. The components of your outfit should move well when you dance and work to enhance your dancing style. For this reason, materials, size, shape, and placement of the individual outfit components listed above must be in order. When specific materials are called for – such as beadwork – an adequate substitution of cloth, fabric appliqué, sequins, painted material, or plastic canvas cross-stitch can be used. However, proper colors, designs, and proportions must be in place for the article to get maximum points from the judge. This form is not just a scoring sheet, it is a resource for you to constantly improve your outfit to be the best that it can be. When you look at the individual scores on items 1-7 as well as the overall score, think of what you could do differently next time to improve each item by just a few points. Our goal is to elevate your outfit to a higher level of quality each time you dance. By continually improving your outfit, your individual dance style will improve as well.

A note to all contestants:

This form is designed to outline 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 outfits of today. If you live in an area where it is difficult to attend powwows, you can use resources such as *powwows.com* and *YouTube* to view photos and video footage of powwow dancers. Please be respectful of others' outfits. Model your outfit after contemporary dancers, but do not copy specific designs.

While Chicken Dance outfits 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 outfit style.

B. 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 given to the Section American Indian Events Coordinator on Friday during registration at the American Indian Events booth/office.

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.

1. Team Sing Competition Rules

- d. All singing will be done in a team fashion.
- e. Written documentation is required for each song. (Origin, tribe, source, etc.). Each lodge must provide eleven (11) copies of this documentation.
- f. Each team is required to sing songs of its choice.
- g. The songs are restricted to Northern and Southern Plains singing.
- h. Minimum time of 2 minutes and a maximum time of ten minutes for both songs.
- i. Each team must provide its own drum and drumsticks.
- j. Authenticity and presentation of songs are considered by judges.
- k. 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.
- l. Check in at competition office upon arriving at the Fellowship.
- m. 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.

SR-5 Dixie Fellowship Team Sing Competition
Singing Critique Sheet

Lodge Name _____ Judge: _____

Score each category from 1 to 10 points.

Research: _____

Synchronization of Drum & Voice: _____

Sound: _____

Danceability: _____

Language (Pronunciation): _____

Work as a team versus a "star": _____

General Karma: _____

Overall presentation: _____

Time limit (10 minutes): _____

Total Score: _____

Comments:

Rank each team after judging all teams
(From 1 to total teams) _____

C. Dance Competition Guidelines

1. Individual Dance Competition

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

- a. Dancers must wear authentic, appropriate outfits. War bonnets and chiefs' outfits are unacceptable (Subject to judges discretion)
- b. **No part of any protected species on any outfit.** Violations will result in automatic disqualification.
- c. Dance the style dictated by your outfit. Do not mix outfits.
- d. Dancers may compete in only 1 category due to time restraints
- e. Disqualifications will be up to the discretion of the head judge and will be determined based upon the specific dance style. Dropping a major article of clothing will result in disqualification. It is proper and good etiquette to disqualify yourself in the event that you do drop an article of clothing. Dancers must be prepared to dance either indoors or outdoors.
- f. Participants must be under 21 and be registered participants of the fellowship.
- g. All contestants must pre-register and confirm their registration prior to the designated time in the Dixie schedule.
- h. No outfit construction is permitted at Dixie, nor is dance practice.
- i. There will be 6 categories of dance.
 - i. Old Style
 - ii. Traditional
 - iii. Straight
 - iv. Grass
 - v. Fancy
 - vi. Chicken
- j. Awards will be given to the top dancers of each category. All judges' decisions are final.
- k. 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

2. Group Dance Competition

a. *Qualifications*

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

b. *Acceptable Dances*

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

- i. Non-religious dances only- acceptable if in good taste.
- ii. 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.
- iii. Masks, facial or body paint is prohibited.
- iv. 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:

- i. A brief description of the dance(s) you will perform.
- ii. Brief historical background of the dance(s) and song(s) to be used.
- iii. Description of all props or regalia to be used. Please include pictures and/or drawings.
- iv. Complete list of references used for the dance.
- v. A name, address, telephone number, of a contact person for the team is required. A resource page is required containing a background and source of information of group dance. Each team must produce eleven (11) copies of this resource page.

c. Time Limit

- i. 15 minutes of stage time.
- ii. 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.
- iii. 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.

d. Registration

In order for a lodge to participate at the Dixie Fellowship, the following information must be submitted on Friday during registration at the American Indian Events booth/office to the Section American Indian Events Coordinator.

- i. Name and type of dance
- ii. Tribe of origin
- iii. Type of music to be used
- iv. A brief description of the dance.

e. 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.

SR-5 Dixie Fellowship Group Dance Competition
Dancing Critique Sheet

Lodge Name _____ Judge: _____

A. AUTHENTICITY

- a. Is the dance an American Indian Dance (Yes or No)
- b. Is the dance done by American Indians today?
(Any Dance considered religious cannot be used in competition)

MAXIMUM POINTS: 10 pts. POINTS EARNED: _____

B. RESEARCH

Book Source _____
Letters from individual American Indian families or tribal councils

It is important to note that some American Indian dances are handed down by word of mouth from family to family. These dances will have little written substantiation. They are still good dances and should be given the same consideration.

MAXIMUM POINTS: 25 pts. POINTS EARNED: _____

C. AMERICAN INDIAN ATTIRE

Teams will be judged on the authenticity and completeness of attire. In the event does not call for special attire, dancers can wear their own individual attire. Judging is the same. It is important to note that in the American Indian world today, team dances are done in individual attire as well as special attire.

MAXIMUM POINTS: 15 pts. POINTS EARNED: _____

D. PERFORMANCE OF DANCE

Dances will be judged on quality as well as ability to perform the dance. Also considered is the use of the dance area and time allotted.

MAXIMUM POINTS: 15 pts. POINTS EARNED: _____

E. ABILITY TO PERFORM AS A TEAM

Judge on how the team works together. If all members know their parts, and what is going on around them. Drumming is part of the team work as well. Judge on whether the drumming is with the dance.

MAXIMUM POINTS: 15 pts. POINTS EARNED: _____

F. MUSIC

Drumming, singing and use of rattles or other instruments are part of the American Indian dance. Songs are not always available, but a team should do its best to come up with a song that is associated with the dance. Judge singing, drumming and the appropriateness of the accompaniment to the dance.

MAXIMUM POINTS: 20 pts. POINTS EARNED: _____

G. SHOWMANSHIP

Judge on the team's performance to make it outstanding and exciting to the audience.

MAXIMUM POINTS: 10 pts. POINTS EARNED: _____

TOTAL POSSIBLE POINTS: 110 pts. POINTS EARNED: _____

JUDGES NOTES:

Judge's Signature: _____

D. 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 Indian lore.
- d. Each judge may be asked questions to prove his or her knowledge by the Section American Indian Events Coordinator.

2. 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.

V. Administrative Events

Administration Coordinator: Matt Forster

*Phone: **Redacted***

*contact email: **Redacted***

Administration Adviser: Jay Widby

contact email: widbyj@bellsouth.net

Phone: (706) 495-5401

Contents:

Judges
Spirit Award
Lodge Display
Lodge Newsletter
Lodge Plan Book
Lodge "Where to Go Camping Guide"
Totem Pole
Web Site
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, "Where to Go Camping Guide," Totem Pole, and Web Site. Lodges shall pre-register judges. 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, 2012. The judge for the Lodge Display, Newsletter, Plan Book, and "Where to Go Camping Guide" 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 27, 2012 Council of Chiefs meeting.

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.

Administration Competition Judging Worksheet

Lodge Name: _____

Submitted By: _____

Competition	Judge's Name	Competing?
Display		Yes / No
Newsletter		Yes / No
Plan Book		Yes / No
Where to Go Camping Guide		Yes / No
Totem Pole		Hand Carved / Power Tools
Website	<i>submitted online at www.sr5.org/webjudge by 03/01/2012</i>	

Please submit the worksheet to the Administration Competition Coordinator at the Friday, April 27, 2012 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.

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. 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 15th, 2012.

Displays should showcase a lodge and what they do; history and 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.)

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 or 5)	
D. Does display reflect a lodge's activity in the last year?	(0 or 5)	
TOTAL SCORE (Maximum of 65)		

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, April 27th.

JUDGING STANDARDS

	<i>Range</i>	<i>Points</i>
Were four editions submitted, all being dated since April 17th, 2011? (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 on Friday, April 27th.

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. 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 which must be current (within the last four (4) years). The guide may be on any type of computer media, however, 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 on Friday, April 27th.

JUDGING STANDARDS

	<i>Range</i>	<i>Points</i>
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)	
H. This guide, as presented, is made readily available to the council and shall be submitted with a written explanation of the means of distribution to the council and its subordinates.	(0 or 15)	
TOTAL SCORE (Maximum is 115)		

WTGCCG 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

	<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 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 1st, 2012, following the procedures outlined below taken from the 2006 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 safeguarded information (i.e. OA ceremonies),	True	4
	False	0

BSA Supply Division materials, or commercial advertisements or materials (except for an acknowledgement of the hosting service).		
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
Pages contain no published phone numbers, addresses or e-mail addresses of any youth Arrowmen (Under 21) <i>Note: e-mail aliases and forwarders are acceptable.</i>	True False	5 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 105)

Website Lodge:

Judging Lodge:

Judge's Name:

Judge Signature:

Judges: Please make explanatory comments on back of form

Section Honor Lodge Petition for 2012
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 610 points. A 65% (397 point) minimum and all mandatory requirements must have been met in order to be a Section Honor Lodge. The lodge with the highest overall score of those receiving Section Honor Lodge will be the Lodge of the Year.

• *Mandatory Items*

Points Awarded column is for SECTION USE ONLY

I. National Recognition:	<i>Points Possible</i>	<i>Points Awarded</i>														
<input type="checkbox"/> • Lodge earned Quality Lodge distinction. <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> At 2013 Dixie, change to: Lodge achieved bronze, silver, or gold JTE recognition (5 bronze, 15 silver, or 25 gold)	50															
<input type="checkbox"/> • Lodge charter is submitted to the National Office by December 31 of the previous year.	25															
<input type="checkbox"/> Lodges sent a delegation of two or more to the National OA Conference (or other National program of emphasis), National Leadership Seminar within past two years, or have 2 persons apply for National Jamboree Staff for 2010, or have an adult attend NLATS or Philmont training within last two years. <i>Event: _____ Delegation Size: _____</i>	25															
<input type="checkbox"/> One or more youth from the lodge applied and attended or applied to and was rejected admittance to a National High Adventure program during the past year. <i>Attended: _____</i> <i>Name: _____ Program: _____ Admitted: _____</i>	15															
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.	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>(Mark all that apply)</i> <table style="width: 100%; border: none;"> <tr> <td><input type="checkbox"/> Quest for the Golden Arrow (15 pts)</td> <td><input type="checkbox"/> Knowledge and Training Award (15 pts)</td> </tr> <tr> <td><input type="checkbox"/> Lodge Planbook (10 pts)</td> <td><input type="checkbox"/> Lodge Newsletter (10 pts)</td> </tr> <tr> <td><input type="checkbox"/> Lodge Website (10 pts)</td> <td><input type="checkbox"/> Lodge Where to go Camping Guide (10 pts)</td> </tr> <tr> <td><input type="checkbox"/> Lodge Display (10 pts)</td> <td><input type="checkbox"/> Totem Pole (5 pts)</td> </tr> <tr> <td><input type="checkbox"/> Pre-Ordeal Ceremony (10 pts)</td> <td><input type="checkbox"/> Brotherhood Ceremony (10 pts)</td> </tr> <tr> <td><input type="checkbox"/> Team Dance (10 pts)</td> <td><input type="checkbox"/> Team Singing (10 pts)</td> </tr> <tr> <td><input type="checkbox"/> Parade of Braves (10 pts)</td> <td><input type="checkbox"/> Individual Dance (10 pts)</td> </tr> </table>	<input type="checkbox"/> Quest for the Golden Arrow (15 pts)	<input type="checkbox"/> Knowledge and Training Award (15 pts)	<input type="checkbox"/> Lodge Planbook (10 pts)	<input type="checkbox"/> Lodge Newsletter (10 pts)	<input type="checkbox"/> Lodge Website (10 pts)	<input type="checkbox"/> Lodge Where to go Camping Guide (10 pts)	<input type="checkbox"/> Lodge Display (10 pts)	<input type="checkbox"/> Totem Pole (5 pts)	<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)	145 max	
<input type="checkbox"/> Quest for the Golden Arrow (15 pts)	<input type="checkbox"/> Knowledge and Training Award (15 pts)															
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<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 which they compete in writing to the appropriate Section Coordinator before Dixie Fellowship judging begins. <table style="width: 100%; border: none;"> <tr> <td><input type="checkbox"/> Training (7 pts)</td> </tr> <tr> <td><input type="checkbox"/> Quest for the Golden Arrow (6 pts)</td> </tr> <tr> <td><input type="checkbox"/> Administration (6 pts)</td> </tr> <tr> <td><input type="checkbox"/> American Indian Events (6 pts)</td> </tr> </table>	<input type="checkbox"/> Training (7 pts)	<input type="checkbox"/> Quest for the Golden Arrow (6 pts)	<input type="checkbox"/> Administration (6 pts)	<input type="checkbox"/> American Indian Events (6 pts)	25 max											
<input type="checkbox"/> Training (7 pts)																
<input type="checkbox"/> Quest for the Golden Arrow (6 pts)																
<input type="checkbox"/> Administration (6 pts)																
<input type="checkbox"/> American Indian Events (6 pts)																

<input type="checkbox"/> Lodge submitted a complete syllabus for their training session as requested in the training proposal.	5	
<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>). <ul style="list-style-type: none"> <input type="checkbox"/> Quest for the Golden Arrow <input type="checkbox"/> Knowledge and Training Award <input type="checkbox"/> Lodge Planbook <input type="checkbox"/> Lodge Newsletter <input type="checkbox"/> Lodge Website <input type="checkbox"/> Lodge Where to go Camping Guide <input type="checkbox"/> Lodge Display <input type="checkbox"/> Brotherhood Ceremony <input type="checkbox"/> Pre-Ordeal Ceremony <input type="checkbox"/> Team Singing <input type="checkbox"/> Team Dance 	5 pts for each win	
<input type="checkbox"/> Lodge provided sufficient copies of each publication that the lodge competed in at the Dixie Fellowship, for distribution to the other ten lodges.	15	
<input type="checkbox"/> Lodge won C. Norman Alston Jr. Memorial Spirit Award.	10	
<input type="checkbox"/> Lodge provided 2 flaps to the Section Adviser at the November Council of Chiefs for Dixie recognitions.	10	
<input type="checkbox"/> Lodge brings 100 lbs of canned food to Dixie canned food drive.	25	
<input type="checkbox"/> Lodge registers to attend Dixie the lesser of: 15% of recharter membership or within 2 persons of delegation quota limitation	10	
III. Year Round Lodge Activities / Programs		
<input type="checkbox"/> • Lodge holds at least three weekend activities per year. <i>Activity 1: _____ Date: _____ Attendance: _____</i> <i>Activity 2: _____ Date: _____ Attendance: _____</i> <i>Activity 3: _____ Date: _____ Attendance: _____</i>	5 pts for each event up to 15 pts	
<input type="checkbox"/> • Lodge conducts an annual Lodge Leadership Development Conference using the newest version of the LLD program provided by NOA. <i>Date: _____ Attendance: _____</i>	15	
<input type="checkbox"/> Lodge sponsors or co-sponsors an annual Camp Work Day. <i>Date: _____ Attendance: _____</i>	10	
<input type="checkbox"/> Lodge makes a monetary contribution to either the Council's FOS program or the Maury Clancy Indian Campership Fund. (\$2 per lodge member = 5 pts., \$3.50 per member = 10 pts., \$5 per member = 25 pts.) <i>To whom: _____ Amount: _____</i>	25	
<input type="checkbox"/> Lodge assisted the Council in some way with a council wide event (ie. Council Show, Council Camporee, Council district camping, or Boy Scout Summer Camp). <i>Event: _____ Date: _____</i>	10	
<input type="checkbox"/> Lodge promotes communications by publishing at least four newsletters per year.	10	
<input type="checkbox"/> Lodge Chief 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. (<i>Please attach a copy explaining what the Lodge did</i>).	15	

<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 attains an Ordeal induction rate of 75% of those elected in 2011 by 12/31.2011	10	
<input type="checkbox"/>	Lodge attains a Brotherhood conversion rate of 40% in 2011	10	

Lodge Chief

Lodge Adviser

Lodge Staff Adviser

VI. Training Guidelines

Training Coordinator: Alec Surrett
*contact email: **Redacted***
*Phone: **Redacted***
Training Adviser: David Surrett
Contact email: ioppastor@bellsouth.net
Phone: (843) 607-3399

Contents:

Topic Assignments
Lodge Training Topics
Training Calendar
Participation Pin
Dixie Passport
Training Schedule
Section Training
Training Award
Additional Training

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 **Sunday, January 8th, 2012** to the Section Key Three and the Section Training Coordinator and to the Training Adviser. 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 January 8, 2012 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 2010 Dixie Fellowship.

For 2012, we propose a new judging system for the training which 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.

A. Training Topic Assignments:

- Itibapishe Iti Hollo –
- Unali'yi –
- Santee –
- Catawba –

- Muscogee –
- Bob White –
- Tomo Chi-Chi –
- Skyuka –
- Eswau Huppeday –
- Atta Kulla Kulla –
- Tsali –

B. Lodge Training Topics

1. **Arrow Corps at Home** – A session describing how we can take the large-scale conservational ideas of ArrowCorps5 and adapt them to a smaller environment without losing their impact. This will center on trying to fulfill our motto of cheerful service in our own local communities beyond our summer camps.
2. **Effective Communication Techniques** – Scouting fosters leadership, and a true leader needs to be an effective communicator. This session will focus on how to do simple things like critiquing without antagonizing, being honest and open, being nonbiased, and employing good nonverbal communication.
3. **Role of Adults in the Order** - A session outlining the important role adult leaders play in Arrowmen activities. From advising youth to being a role model, adults are a crucial part of the lodge and the brotherhood at large.
4. **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.
5. **Going Green** – A session giving tips and tricks to reduce strain on the environment on a personal level, keeping in line with the Scouting values of conservation, resource management, and good stewardship.
6. **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.
7. **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.
8. **Camping Promotion** – Shows how lodges can more effectively promote camping, both weekend trips and summer camp, to help their troops and council.

9. **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.
10. **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.
11. **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.
12. **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.
13. **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!
14. **OA LodgeMaster** – This course will allow both youth and adults to understand how lodge keep records in LodgeMaster. Since most lodges are converting over to LodgeMaster this will teach more members how to run the program so that they can help in keeping lodge records.
15. **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.
16. **Origins of the OA / OA History** – This course will discuss the origins of the Order of the Arrow and how the OA has progressed in its 95 year history.
17. **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.
18. **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.

19. **Induction Conduction** – A session to describe the induction process and was to improve your inductions within your home lodges.
20. **Roles of Chapter Officers and Advisers** – A “nuts and bolts” approach to improving chapter events and organization along with increasing chapter involvement and participation.
21. **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.
22. **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.

It should also be noted that <http://training.oa-bsa.org/> aka “OA Training Central” has some excellent resources that can be used by lodges. Clicking the “Lodge Leadership Development” link, selecting the “Search Resources” tab of the pop-up page, and then clicking the circle next to “Session Objectives and Topic Categories”, there is a drop-down menu of other topics that go even further beyond what has already been proposed. Lodges should feel free to use these if they so desire.

C. SR-5 Training Calendar

- | | |
|---------------|--|
| November 12 - | Council of Chiefs; Topics will be voted on and assigned. |
| January 8 - | 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. |
| February 15 - | 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 (with copy to the Training Adviser). |
| March 11 - | 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 both electronic form and hardcopy to the Section Training Coordinator (copy to Training Adviser). Again the Word document file is preferred in the electronic version, but the text file will be accepted.

April 2 - Any final changes to either syllabi or handouts/resources must be given to the Section Training Coordinator with copy to the Training Adviser.

Training assignments from 2011

- Catawba Lodge 459 -- How to run an effective ceremony team
- Tsali Lodge 134 -- Elangomat Program
- Unali'yi Lodge 236 -- The OA at summer camp
- Muscogee Lodge 221 -- Worst Case Scenario - Survival Guidelines - Advice beyond your OA Handbook
- Atta Kulla Kulla Lodge 185 -- Camping Promotion
- Tomo Chi-Chi Lodge 119 -- Induction Conduction
- Santee Lodge 116 -- OA History
- Itibapishe Iti Hollo Lodge 188 -- Cub Scouting and the OA
- Eswau Huppeday Lodge 560 -- How to conduct a quality Ordeal
- Bob White Lodge 87 -- OA LodgeMaster
- Skyuka Lodge 270 -- Lodge Planning

D. 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 hours of 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 or stamped by the competition judges.

E. 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.

F. 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. Abbreviated sessions will be taught twice in a one-hour slot.

G. Section Training

Under the Conclave Training Initiative, the Section may provide a training session on a topic to be determined at the National Planning Meeting.

H. Training Award

Previously each lodge was required to provide three adult Arrowmen to serve as judges as follows. These judges must be named at the COC meeting on the Friday of Dixie and list of their names must be submitted to the training coordinator at that time. 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 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.

This year each lodge will be required to provide *two adult and two youth Arrowmen* to serve as judges. These judges must be named at the COC meeting on the Friday of Dixie and list of their names must be submitted to the training coordinator at that time. These Arrowmen will be assigned 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.

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	Comments from Judge
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	20		
Staying on Subject	5		
Use of Visual Aids	5		
Use of Time	5		
Group Involvement	15		
Total Score (For Section use only.)	100		

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

THESE GUIDELINES WILL BE PRINTED ON THE BACK OF THE TRAINING SCORE SHEETS.....

SECTION SR 5 DIXIE FELLOWSHIP

TRAINING JUDGE GUIDELINES

All judges are reminded of the following in your judging of Trainers ...

1. Please follow carefully the judging scoring sheet and other instructions given to you at the Training Judges meeting. All materials have been prepared to assist you in proper and fair evaluation. Note the way the various criteria have been weighted on the score sheet. There are also sections beside each criteria for general narrative comments.
2. These are YOUTH trainers. Expect no more or no less than their age level and maturity (which is under age 21).
3. Position yourself so that you can see easily and hear clearly the entire presentation. Arrive early enough to notice preparation prior to the workshop. Bring a comfortable folding chair in which to sit and easily evaluate.
4. Take into consideration the topic being presented in your evaluation. Is it a difficult one to explain and interpret? Or is it a clearer, more simple topic? How knowledgeable of the topic being presented are you?
5. Be a good and thorough listener and observer to all that is presented and not presented. Note how the audience is included in the training seminar and score appropriately.
6. Thank the trainer for their presentation as you depart the training area. A Scout is courteous.

PLEASE RETURN ALL OF YOUR COMPLETED AND SIGNED SCORESHEETS TO THE SECTION TRAINING HEADQUARTERS IMMEDIATELY AFTER YOUR LAST EVALUATION WHICH WILL CONCLUDE AT 12 NOON ON SATURDAY!

THANKS *VERY MUCH* FOR YOUR SERVICE!

VII. 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,

James Hylemon
Section Chief