



November 1, 2013

Dear Key Three Members:

On Saturday, November 9th, 2013, the Section SR-5 Council of Chiefs will meet to plan the 2014 Dixie Fellowship. The COC meeting will begin at 11:00 a.m. at Camp Barstow near Saluda, SC.

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 9th.

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 2014 Dixie Fellowship an epic one!

In Brotherhood,
Matt Forster
Section SR-5 Chief

Section Officers

Matt Forster
Section Chief

Travis Broadhurst
Section Vice Chief

Nate Flowers
Section Secretary

Coordinators

Dallas Whittington
Administration Coordinator

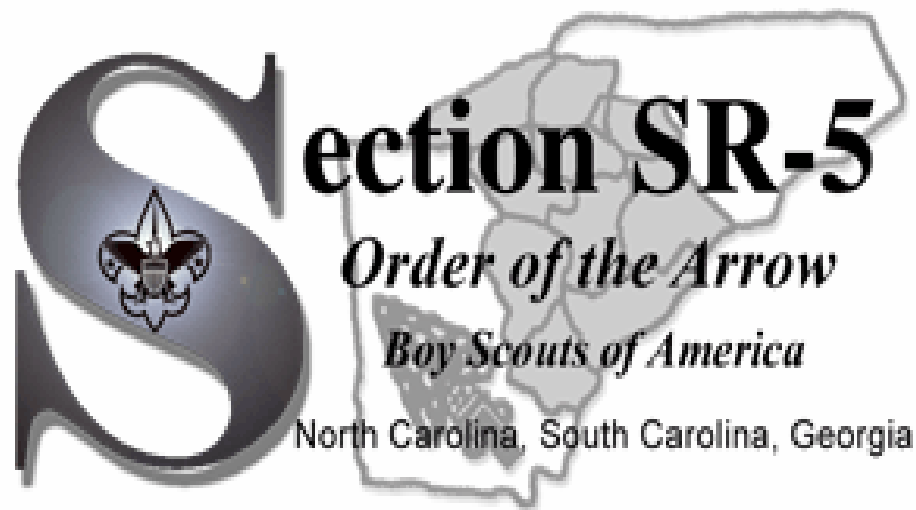
Layton Gantt
American Indian Events
Coordinator

Chick Neal
Ceremony Events
Coordinator

Taylor Morgan
Program Coordinator

Tim Hellaby
Service Lodge Coordinator

Steven Long
Training Coordinator



2014 Dixie Fellowship *SR-5 Section Conclave*

April 25-27, 2014
Santee Lodge 116
Camp Coker
Pee Dee Area Council

Proposal

**** Redacted **** to comply with BSA youth protection guidelines for documents available via the web

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Council of Chiefs

Agenda

November 9, 2013

Camp Barstow

- I. Call to Order *Matt Forster*
 - A. Obligation
 - B. Prayer
 - C. Roll Call *Nate Flowers*
 - II. 2014 Dixie Fellowship Guidelines
 - A. Program Events *Taylor Morgan*
 - 1. "Quest for the Golden Arrow"
 - 2. Judging Assignments
 - B. Ceremonial Competition *Chick Neal*
 - 1. Ceremonies
 - C. American Indian Events *Layton Gantt*
 - 1. Parade of Braves
 - 2. Team Sing
 - 3. Individual Dance
 - 4. Group Dance
 - 5. Judging Assignments
 - D. Administration Events *Dallas Whittington*
 - 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 *Steven Long*
 - 1. Knowledge and Training
 - 2. Training Assignments
 - 3. Section Training Team
 - 4. Judging
 - F. Section Officer Election Procedures *Matt Forster*
 - III. Service Lodge Proposal *Tim Hellaby*
 - 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 *Matt Forster*
 - V. New Business *Matt Forster*
 - A. Lodge Re-chartering
- Adviser's Minute *Mac McLean*
Closing

Preface

Enclosed within are the 2014 Dixie Fellowship Guidelines. 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:

SECTION CHIEF

Matt Forster

**** Redacted ****

**** Redacted ****

**** Redacted ****

**** Redacted ****

SECTION ADVISER

Mac McLean

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**** Redacted ****

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STAFF ADVISER

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Dixie Rotation Schedule

2014 Santee

2015 Catawba

2016 Bob White

2017 Muscogee

2018 Tomo Chi-Chi

2019 Skyuka

2020 Eswau Huppeday

2021 Atta Kulla Kulla

2022 Tsali

2023 Itibapishe Iti Hollo

2024 Unali'Yi

Dixie Deadlines / Calendar

Date:	Item:	Submit To:
January 15	<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. 	Steven Long, Training Coord.
January 15	<ul style="list-style-type: none"> Names/contact info of ceremony judges due 	Chick Neal, Ceremony Coord.
January 27	<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"> Names/contact info of youth/adult cere. team ldrs due 	Chick Neal, Ceremony Coord.
March 1	<ul style="list-style-type: none"> Lodges must submit the name of the web judge online. 	www.sr5.org/webjudge
March 1	<ul style="list-style-type: none"> Syllabus to training coord. & adviser. 	Steven Long, Training Coord.
March 15	<ul style="list-style-type: none"> Requests for special facilitation for Lodge Displays. 	Dallas Whittington, Admin. Coord.
March 15	<ul style="list-style-type: none"> Balance of registration due (\$24 per delegate). 	Service Lodge
April 1	<ul style="list-style-type: none"> Lodge Website Judging begins. 	
April 1	<ul style="list-style-type: none"> Any final changes to syllabi or handouts / resources must be submitted. 	Steven Long, Training Coord.
April 23	<ul style="list-style-type: none"> Submit ceremony team rosters for both Ordeal and Brotherhood ceremony competitions 	Chick Neal, Ceremony Coord.
April 25 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 25 COC Meeting	<ul style="list-style-type: none"> Names of judges for administrative events Declare which totem pole competition they will compete in. 	Dallas Whittington, Admin. Coord.
	Lodge Chiefs must submit their training judges.	Steven Long, Training Coord.
April 26 9:30 AM	<ul style="list-style-type: none"> Lodge displays must be completely in place at their designated location. 	
April 26 Conclusion of training	<ul style="list-style-type: none"> Training judges must submit their score sheets 	Steven Long, Training Coord.
April 26 Before Show	<ul style="list-style-type: none"> The Section Honor Lodge Petition (Lodge of the Year) due. 	Dallas Whittington, Admin. Coord.

I. Service Lodge

Service Lodge Coordinator: Timothy Hellaby II

*Contact email: **** Redacted *****

*Phone: **** Redacted *****

Coordinator's Adviser: James McIlrath

Contact email: james@grandstrandcpas.com

Phone: 843-455-4762

Service Lodge Adviser: Robin Fowler

contact email: santee116@sccoast.net

Phone: 843-222-7497

Camp Coker

843-662-6306 (Scout Office in Florence)

A. Code of Conduct

The success or failure of our fellowship depends on the conduct of each individual brother that attends. As an Arrowman, I understand and will observe all rules and regulations of the Order of the Arrow, the Boy Scouts of America, and will observe the reasonable demands made of me. As a member of the Order of the Arrow, I will:

1. Observe the Scout Law, Scout Oath, and the Obligation of the Order of the Arrow.
2. Wear my officially designated uniform as required throughout the fellowship.
3. Attend planned and general training sessions.
4. Confine the trading and swapping of Scout related items to free periods and in designated areas.
5. Be personally responsible for the breakage, damage, or loss of property.
6. Observe quiet hours and lights-out hours.
7. Keep my quarters clean and dispose of trash in the proper places.
8. Not change my officially assigned area without permission.
9. Allow no unregistered person to occupy my quarters.
10. Wear suitable covering in the camp including shirt and closed toed shoes.
11. Observe all BSA policies regarding the purchase, possession, or consumption of alcohol.
12. Observe BSA tobacco use policies.
13. Respect BSA rules prohibiting the use of fireworks and firearms.
14. Neither buy nor sell items at the fellowship other than at the Trading Post or as authorized by the Council of Chiefs. I understand that the Trading Post is the only official source for the purchase of items.
15. Not to leave camp without permission of the fellowship headquarters.
16. Remember that I am a guest of Santee Lodge 116 of the Pee Dee Area Council, and Camp Coker.
17. Park only in designated areas.
18. Abide by the BSA Guide to Safe Scouting including Youth Protection Guidelines.

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

B. General Information

1. When and Where

The 2014 SR-5 Dixie Fellowship will be held on the weekend of April 25-27, 2014 at Camp Coker in Society Hill, SC. The mailing and physical address of Camp Coker is 2029 Camp Coker Road, Society Hill, SC 29593.

2. Theme

In 2014, the Section theme will be “United in a Life of Cheerful Service.” This theme was chosen to keep in line with the theme from the previous NOAC 2012 “United, We Leave a Legacy.” The theme was also chosen in hopes to prepare for the 100th Anniversary of the Order of the Arrow in 2015.

3. Cost

The delegate fee for this year’s Dixie Fellowship will be \$34.00 per delegate. The fee includes camp usage fee, all meals, programs, delegate patch, BSA Insurance and participation pin. **Registrations received after January 27, 2014 will not be guaranteed a ditty bag or participation pin.**

Fees are transferable but not refundable; if a \$10.00 deposit fee is received it may be transferred to serve as a deposit fee for another person but cannot be applied to any other person’s remainder fee of \$24.00. Santee Lodge reserves the right to refuse registrations not made in compliance with the deadlines and quotas established.

4. Participation

All participants must be active members of a SR-5 member lodge and registered with the Boy Scouts of America. Each lodge will be guaranteed 100 spaces until January 27, 2014 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 medical form (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 Key 3 at check-in upon arrival at the Dixie Fellowship.

Medical personnel will be on-hand the entire weekend and arrangements have been made with local hospitals in case of an emergency. **Camp Coker’s emergency phone number is (843) 858-2818 – please only use in an emergency.**

6. Camping Arrangements

Each lodge will be assigned a campsite prior to arrival. Each campsite contains tent platforms and all once the Lodge’s registration packet is received we will inform you as to how many tents will be available in your campsite.

Persons requiring CPAP machines should bring a battery powered method of operating the device. Most campsites have electricity in the campsites but always bring one. Bring a camp chair to be used for training, shows, etcetera.

7. Dining Arrangements

All meals will be prepared and served at the camp's Dining Hall. Dining will be outside under the large tent(s) outside the dining hall. Those with special dietary needs should indicate them on their registration form **and must be indicated by the March deadline.**

8. Parking

As with most other camps, parking is a concern so please carpool as much as possible. If any lodge plans on driving a bus, please indicate it on the Lodge's registration form. All equipment will be transported into the camp by the Service Lodge staff vehicles. One trailer per lodge may be used to carry and store equipment in the campsites.

9. Trading Post Operation

Except for the sale of Section items (i.e. "Dixie" items), Santee Lodge will be responsible for the purchase and sale of all items in the trading post. The profit from these sales will go to Santee Lodge.

10. Handicap Accessibility

Santee Lodge will provide a shuttle service for all brothers in attendance who are physically handicapped. It is the responsibility of each lodge to indicate any special handicap needs on their registration form **by the March deadline.**

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, blood drive, and the Lodge museum may be open.

12. Lodge Communication

Camp Coker has weak cell reception throughout most of camp for most major carriers. Most calls may drop, so radio is the best communication tool out in Camp Coker.

13. Mailing Address

Send all forms and money to: Pee Dee Area Council, Attn: SR-5 Dixie Fellowship, PO Box 268, Florence, SC 29503-3441. (843) 662-6306 (Main Phone), (843) 669-4284 (Fax). www.peedeescouts.org

14. Contact Information

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

Timothy Hellaby, Dixie Coordinator
James McIlrath, Dixie Adviser
Robin Fowler, Lodge Adviser

**** Redacted ****
james@grandstrandcpas.com
santee116@sccoast.net

15. Payment Schedule

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

Pre-Orders (Paid in Full) and \$10 deposit per delegate	January 31, 2014
Balance of Registrations due (\$24 per delegate)	March 15, 2014
Send all forms and money to: Pee Dee Area Council, BSA Attn: SR-5 Dixie Fellowship 2014 PO Box 268 Florence, SC 29503	

*No Pre-Orders will be accepted after January 27, 2014.

16. Staff Items

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

17. Use of “Dixie Fellowship”

Items that may use the wording “Dixie 2014”, “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. Santee Lodge requests the use of the term “Dixie” along with “Service Lodge” or “Host” or “Host Lodge” be allowed on their lodge activity patches.

C. Schedule

Schedule

Friday

2:00-8:30 Check in	Stallworth Lodge
5:00-8:00 Expo	Activity Field
6:00-8:00 Key Three Dinner/COC	
9:15 Assembly	Council Ring
9:30 Opening Show	Council Ring
Judges Meeting (following show)	Council Ring
10:30 Cracker Barrel	Dining Hall Tent
10:00-12:00 Patch Trading	Dining Hall Tent
11:00 Taps	

Saturday

7:00 Reveille	
7:30-8:30 Breakfast (Ceremonialists, Trainers & Judges eat first)	Dining Hall
8:00-12:00 Pre-Ordeal Ceremony/Brotherhood Ceremony	
8:30 Assembly	Activity Field
9:00-9:45 Training Session One	Location in Passport
10:00-10:45 Training Session Two	Location in Passport
11:00-11:45 Training Session Three	Location in Passport
12:00-12:30 Tug-O-War weigh-in	Health Lodge
12:00-1:00 Lunch (Dancers, Singers & Judges eat first)	Dining Hall
1:00 Assembly	Activity Field
Egg Toss	Activity Field
1:10-1:30 Cross Country	Activity Field
1:30-5:30 Indian Affairs	Indian Village
Quest Events Locations in Passport	
6:30-7:30 Dinner	Dining Hall
8:00 Show/Elections/Group Dance	Council Ring
10:15 Cracker Barrel	Dining Hall/Tent
10:00-12:00 Patch Trading	Dining Tent
10:30-12:00 American Indian Events	Pow Wow Location in Passport
11:00 Taps	

Sunday

7:00 Reveille	
7:30 Assembly	Activity Field
7:45-8:30 Breakfast	Dining Tent
7:45 COC	Dining Hall
9:00 Chapel /Awards Ceremony	Council Ring

D. Menu

CofC Dinner

BBQ Chicken Dinner

Friday Cracker Barrel

Chicken wings
Shrimp
Peanuts, etc.

Saturday Breakfast

Pancakes
Sausage
Melted Butter

Saturday Lunch

Lunch sacks
Sandwiches
Chips
Cookies

Saturday Dinner

BBQ
Beans
Slaw
Cake

Saturday Cracker Barrel

Ice Cream Social
Peanuts, etc.

Sunday Breakfast

Sausage biscuits
Cereal
Milk

Coffee/bug juice/tea available at each meal

E. Memorabilia Design



**PRIMARY
DELEGATE PATCH**



**SECONDARY
STAFF PATCH**



**SECONDARY
GHOST PATCH**

F. Budget

**Proposed Budget
Estimated Income**

Item	Quantity	Price	Sub Total	Total
Advance from Unali'Yi			400.00	
Sub Total				400.00
Participants				
Delegates	850	34.00	28,900.00	
Staff	150	49.00	7,350.00	
Sub Total				36,250.00
Pre-Orders & Trading Post Sales				
Dixie Delegate Patch	2200	6.00	13,200.00	
Delegate Ghost Patch	950	6.00	5,700.00	
Dixie Back Patch	350	16.50	5,775.00	
Dixie Chenille	250	25.00	6,250.00	
Dixie Coffee Mugs	125	10.00	1,250.00	
Dixie Hat	200	18.50	3,700.00	
Dixie Hat Pin	300	4.25	1,275.00	
Dixie Neckerchief	250	18.00	4,500.00	
Dixie Neckerchief Slide	150	12.00	1,800.00	
Dixie Bolo Tie	100	16.00	1,600.00	
Dixie T Shirt (S-XL)	200	17.00	3,400.00	
Dixie T Shirt (2XL-3XL)	50	19.00	950.00	
Dixie Decal	150	5.00	750.00	
Staff Patch	300	6.00	1,800.00	
Staff Polo Shirt (S-4XL)	50	26.00	1,300.00	
Staff T Shirt(S-XL)	50	17.00	850.00	
Staff T Shirt(2XL-3XL)	10	19.00	190.00	
Staff Hat	200	18.50	3,700.00	
Staff Neckerchief	125	18.00	2,250.00	
Sub Total				60,240.00
TOTAL				96,890.00

**Proposed Budget
Estimated Expenses**

Item	Quantity	Price	Sub Total	Total
Advance to Catawba			400.00	
Sub Total				400.00
Food Cost				
Participants	1000	20.00	20,000.00	
Staff/COC Extra Meals	85	12.50	1,062.50	
COC Dinner	50	10.00	500.00	
Sub Total				21,562.50
Supplies				
Dixie Delegate Patch	3200	1.15	3,680.00	
Delegate Ghost Patch	950	1.25	1,187.50	
Dixie Back Patch	350	8.19	2,866.50	
Dixie Chenille	250	11.91	2,977.50	
Dixie Coffee Mugs	125	4.00	500.00	
Dixie Hat	200	13.00	2,600.00	
Dixie Hat Pin	300	2.00	600.00	
Dixie Neckerchief	250	6.50	1,625.00	
Dixie Neckerchief Slide	150	7.00	1,050.00	
Dixie Bolo Tie	100	5.00	500.00	
Dixie T Shirt (S-XL)	200	5.50	1,100.00	
Dixie T Shirt (2XL-3XL)	50	6.50	325.00	
Dixie Decal	150	3.00	450.00	
Satff Patch	450	1.65	742.50	
Staff Polo Shirt (S-4XL)	50	20.00	1,000.00	
Staff T Shirt(S-XL)	50	5.50	275.00	
Staff T Shirt(2XL-3XL)	10	6.50	65.00	
Staff Hat	200	13.00	2,600.00	
Staff Neckerchief	125	6.50	812.50	
Dixie Participation Pin	1000	2.60	2,600.00	
Sub Total				27,556.50

**Proposed Budget
Estimated Expenses**

Item	Quantity	Price	Sub Total	Total
Committees				
AIA			750.00	
Artwork & Signage			600.00	
Awards & Recognition			2,500.00	
Dining Hall			375.00	
Expo			600.00	
Food Service (Included Above)				
Health & Safety			300.00	
Hospitality			2,250.00	
ICE			400.00	
Knowledge & Training			650.00	
Lodge Admin Comp			150.00	
Physical Arrangements			13,546.00	
Publications/Publicity			5,800.00	
Quest Events			400.00	
Registration			200.00	
Shows & Entertainment			4,000.00	
Totem Pole			500.00	
Traffic/Parking/Security			1,200.00	
Key Three Dinner			150.00	
Sub Total				34,371.00
Other				
BSA Insurance	1000	6.00	6,000.00	
Camp Usage Fee	1000	5.00	5,000.00	
Section Expenses			2,000.00	
Sub Total				13,000.00
TOTAL				96,890.00

II. Quest for the Golden Arrow

Program Coordinator: Taylor Morgan

*contact email: **** Redacted *****

*Phone: **** Redacted *****

Program Adviser: Brad Hutto

contact email: CBHutto@aol.com

Phone: (803) 536-1808

Contents:

Judging Assignments

Rules for Participation

Scoring

Lodge Sponsored Events

Section Sponsored Events

A. Quest Event Judging Assignments:

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

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

B. General Rules for Quest Participation

1. It is the duty of the Section Program Coordinator to uphold the sanctity of the Dixie quest events. Should a discrepancy occur with any of the Quest Events, the SPC shall follow the prescribed course of action:
 - a. A warning, and a return to competition.
 - b. Disqualification from that respective event. (Equivalent to a point total of zero (0) for the individual event.)
2. Spectators and fans must abide by the Scout Oath and Law. Failure to do so may result in action (as in section 1) by the Section Program Coordinator.

3. Delegates, who are inevitably used to carry out administration of Program events, are only able to follow the rules stated in this pamphlet. Therefore they may not under any circumstance initiate any sort of disciplinary measure without the presence of the Section Program Coordinator.
4. Youth delegates only may compete in scored Quest Events.
5. Each quest event will have a score forms with the rules, records, lodge names, time slot for each lodge, as provided by section Program Coordinator. These sheets will be the required to be turned in by judges' in order for scores to be tallied.

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. Knee pads 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 fifteen (15) members, of which any seven(7) will be playing the game, while the remaining eight(8) are substitute players off the playing area.
- b. Player substitutions can be completed only:
 - i. After a goal and before the substituting team has signaled readiness; or
 - ii. To replace injured players, or players with illegal equipment,. In this case, the opposing team can substitute a like number of, or fewer, players.
 - iii. A team may only use any of the fifteen (15) registered players as substitutes.
- c. Each game will be played on a small size playing field, to be staked out in football fashion, end zone, etc.
- d. The winner will be the team with the most amounts of scores after a period of ten (10) 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.
 - 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

- e. 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.
- f. A goal is scored when an in-bounds player catches any legal pass in the end zone of attack, and retains possession of the disc throughout all ground contact related to the catch.
 - i. To be considered in the end zone after gaining possession of the disc, the player's first point of ground contact must be completely in the end zone.
 - ii. When an in-bounds player in possession of the disc whose first ground contact will be completely within the end zone loses possession of the disc due to an uncontested foul, or lands out of the end zone due to an uncontested force-out foul, that player is awarded a goal.
 - iii. If after receiving a pass outside the end zone, a player comes to a stop contacting the end zone, that player must carry the disc back to, and put it into play at, the closest spot on the goal line.
 - iv. If a player scores, but then unknowingly throws another pass, a goal is awarded to that player, regardless of the outcome of the pass.
- g. All contestants must wear non-cleated shoes always during the event.
- h. The first (1st) round will be as follows:
 - i. All eleven lodges will be randomly placed in a bracket.
 - 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 d.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 of the 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 stated 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 ten (10) seconds, it is the opposing team's responsibility to count at a reasonable, slow pace.
- p. Defenders must be no closer than a frisbee's length to the thrower.
- q. Any rules not outlined herein will be governed by US ultimate rules.

III. Ceremony Events

Ceremony Events Coordinator: Chick Neal

*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

Judging Guidelines

A. Statement of Purpose

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

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

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

B. Qualifications

Any team with the following qualifications may enter.

- a. All team members must be current, dues paid members of the BSA from the same lodge.
- b. Each participant must be under 21 years of age.
- c. Each team must be an active team performing ceremonies with the lodge. "All-star" or "competition-only" teams are not allowed.
- d. Each participant must be in American Indian style dress and their current OA sash. All principals should be of the same tribe, nation, or other historic group. All parts must be fully memorized using the latest printing of the appropriate Order of the Arrow ceremony.

- e. The use of face paint, body paint, endangered animal parts, wigs, or any type of U.S. flag are prohibited. (See chapter 4, Field Operations Guide). Any display of disrespect, carelessness and/or gross inappropriateness for American Indian customs may be cause for disqualification of the team.
- f. Appropriate undergarments shall be worn under costumes. Each participant must wear shorts for modesty. For safety reasons, appropriate footwear should be worn.
- g. Each lodge with a team in the competition is required to provide a judge, 21 years of age or older, which meets the requirements for judge eligibility. Lodges that are unable to provide a judge will be permitted to compete subject to an adequate number of judges.

C. Performance

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

- a. Pre-Ordeal Ceremony Text: Each team will perform the pre-Ordeal Ceremony beginning with 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. Lodges are permitted to use whatever tokens, props, materials, or auxiliary team members (musicians, drummers, etc.) that they would use in an actual ceremony. Each lodge is expected to provide an appropriate number of mock candidates (2-4 is recommended).
- d. Each lodge is required to submit the names of its ceremony team members by Wednesday, April 23rd, 2014 to the Ceremony Events Coordinator by email. Any changes in the team roster may be communicated at check-in. The competition schedule will then be compiled and announced at the Friday night Ceremony Events meeting.
- e. The order of competition will be determined by the Ceremony Events Coordinator with consideration given to the advice and concerns of the youth leaders and adult

advisers of each team. The final order will be made known to the judges on the Friday night of Dixie Fellowship, and published in the Saturday morning edition of Five Feathers.

- f. Each team will be ready at the assigned time, even if the competition is running behind schedule. Judges will be allocated five(5) minutes for scoring and reviewing with each team. Teams that arrive late may be rescheduled or disqualified at the discretion of the Head Judge.
- g. 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.
- i. Following the presentation of awards on Sunday of Dixie Fellowship, scores and judging sheets will be emailed to each lodge key three.

D. Judges

- a. There will be at least seven(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. One lodge-submitted judge from each panel will be selected by the Ceremony Events Coordinator to be the Head Judge.
- c. Each judge should have sufficient word-for-word knowledge of the ceremonies that 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 memory judge 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. Consultation among the judges may be held at the discretion of the Head Judge. If consultation does not resolve the discrepancy, the Head Judge, Ceremony Events Coordinator, and the Adviser to the Ceremony Events Coordinator may resolve the issue through disqualification of incongruous scoring.

E. Evaluation Criteria

The goal of the ceremony competition is to produce teams that perform better induction ceremonies. The true test of a ceremony team is how they work together to create a ceremony for candidates. Judges should watch the team as a group, seeking good

examples of continuity, the flow of the ceremony from one principal to another, and the impression that would be made on the candidates in a real induction ceremony.

Each judge should fill out the evaluation sheet below for each ceremony they evaluate, 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 between one and ten in each of the following categories: Gestures, Clarity & Rate, Bearing, Expressiveness, Movements, and Memorization. These six(6) scores will be added together to determine the individual’s overall score. No fractional scores (e.g. 4.5, 2 ½) will be accepted. Thus, the highest an individual can achieve on a single sheet is 60 points, and the lowest he can achieve on a single sheet is six(6) points.

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

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

- No principal is rated less than four (4) in any category
- No team category is rated less than four (4)
- No more than one principal is rated less than six(6) in three(3) or more categories
- No movements in the movement diagrams are altered

F. Awards

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

Teams that meet each Honor Team criterion on a majority of the evaluation sheets will receive an Honor Team award. Note that the sheets on which the team meets each criterion need not be the same from criterion to criterion. 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. The three top scoring individuals for each principal will receive awards. Individuals without honor team status, will still be permitted to receive individual awards if their score qualifies for such. Awards will also be given to each member of an Honor Team.

In the event that fewer than three teams achieve Honor Team, the Honor Teams will be considered first for the Top 3 team awards. The highest-ranking non-Honor Teams will receive the remaining Top 3 awards.

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: Whole numbers between one(1) and ten(10) should be entered in each of the categories for each principal. They will be added to determine each principal's overall score. Please do NOT enter partial scores (e.g. 4.5 or 6 ½).

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

Judge Comments:

<i>Ceremony Events Staff use ONLY in shaded area!</i>
Sum of Team Category Scores: _____ x2 = _____
+ Sum of Indiv. Overall Scores = _____
<u>OVERALL TEAM SCORE</u> = _____

Judging Guidelines

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

IV. American Indian Events

American Indian Events Coordinator: Layton Gantt

*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 and team dance will have the highest and lowest scores dropped. A nonjudged craft expo may be conducted whereby crafts could be displayed by Arrowmen near the dance venue.

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.

2014 Dixie Parade of Braves
(based upon 2012 NOAC standards)

FANCY DANCE OUTFIT

NAME _____ **LODGE #** _____

JUDGE _____ **CONTEST #** _____

MAXIMUM SCORE 90

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

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

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

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

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

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

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

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

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

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

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

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

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

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

Superior: Fully beaded cuffs of colors, designs, and technique which match the rest of the dance clothes. Cuffs fringed with leather or ribbon fringe which matches all other fringe. Arm bustles – hackles, coordinated colors with back and neck bustle, center rosette, attached to Armbands. Armbands – fully beaded; tooled leather decorated with ribbon, beadwork, or mirrors.

Acceptable: Fabric cuffs and armbands; smaller arm bustles, thin hackle coverage, un-coordinated colors; no arm bands on arm bustles just tied with scarves underneath.

Inappropriate: No cuffs, armbands or arm bustles.

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

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

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

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

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

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

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

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

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

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

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

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

Item 8: OVERALL

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

Does the set look complete? Do the dance clothes have the right “look”? (20) ____
Are they consistent with the current styles? Is the movement of the components appropriate?

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

A note about dance clothes:

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

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

A note to all dancers:

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

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

Be aware that although a printed or recorded work may have been relevant at the time of its making, Fancy Dance is an ever-changing dance style and these works can sometimes become outdated within a short period of time. If possible, attend powwows and notice the subtle trends being added to Fancy Dance clothes 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 and gatheringofnations.com to view photos and video footage of powwow dancers. Please be respectful of others’ dance clothes. Model your dance clothes after contemporary dancers, but do not copy specific set of clothes verbatim.

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

2014 Dixie Parade of Braves
(based upon 2012 NOAC standards)

GRASS DANCE OUTFIT

NAME _____ **LODGE #** _____

JUDGE _____ **CONTEST #** _____

MAXIMUM SCORE 110

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

Item 1: HEAD – Roach; Roach ‘Uprights’; Spreader; Headband with Medallions **SCORE**
(10) _____

Superior: Northern-style porcupine/deer tail hair roach, well made and correctly worn; usually more than 14 inches in length. Beaded or German silver spreader with two imitation golden eagle tail feathers properly attached or two wires with fluffs attached at the outer ends. A “Bull’s tail” of matching colors and designs, worn off the back of the spreader/roach. A roach pin may be worn. Typically large beaded medallion(s) is/are worn on the headband in the center of the forehead, and at the sides.

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

Inappropriate: Bandannas; sunglasses; baseball caps; missing items.

Item 2: NECK – Choker; Beaded Bib or Necktie; Scarf & Slide (10) _____

Superior: Properly constructed choker; beaded bib or necktie matching the clothing attire; scarf & slide (German silver or beaded)

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

Inappropriate: Scout neckerchiefs; missing items.

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

Superior: Shirt decorated with fabric appliqué work, worn under the cape. Cape, made of an appropriate material, decorated with fabric appliqué or beadwork. Cape has ribbon or yarn hanging down 10-14 inches in length. The front and back of the cape are decorated.

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

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

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

Superior: Fully beaded cuffs and armbands of appropriate colors, designs, and technique.

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.

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

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

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

Acceptable: Lower quality wing fan, scarves.

Inappropriate: Items not typically seen in use on the Plains.

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

Superior: Aprons made out of flashy fabrics with bead work or fabric appliqué work. Apron has ribbon or yarn hanging down 10-14 inches in length. Front and back of aprons are decorated. Matching side tabs are fully beaded (lazy stitch) or fabric 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.

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

Item 7: FRONT ACCESSORY – “H”-Harness; Loop Necklace (10) ____

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

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.

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

Item 8: FRONT ACCESSORY – Belt; etc. (10) ____

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

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

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

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

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

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

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

Item 10: OVERALL

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

Does the set look complete? Do the dance clothes have the right “look”?
Are they consistent with the current styles? (20) _____

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

A note about dance clothes:

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

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

A note to all dancers:

This form is designed to summarize what a male modern Grass Feather dancer would wear on the dance floor.

Numerous books are no available with photos of the many items used by modern Grass Dancers. Publications such as *Whispering Wind* magazine also provide excellent information.

Be aware that although a printed or recorded work may have been relevant at the time of its making, Grass Dance is an ever-changing dance style and these works can sometimes become outdated within a short period of time. If possible, attend powwows and notice the subtle trends being added to Grass Dance clothes 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 and gatheringofnations.com to view photos and video footage of powwow dancers. Please be respectful of others’ dance clothes. Model your dance clothes after contemporary dancers, but do not copy specific set of clothes verbatim.

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

2014 Dixie Parade of Braves
(based upon 2012 NOAC standards)

OLD STYLE DANCE OUTFIT

NAME _____ **LODGE #** _____

JUDGE _____ **CONTEST #** _____

MAXIMUM SCORE 110

Scale (except for Item 10 – Overall): 0 = Missing or Inappropriate 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: The standard is a northern style porcupine/deer tail hair roach, well made and correctly worn (usually less than 14 inches in length). The roach will include a bone or rawhide spreader with bone/wooden sockets and one or two imitation golden eagle tail feathers properly attached. Scalp feathers, quilled wheels, etc. may be worn. A roach pin may be worn; it should be of the shorter, older style; 5' and longer modern style roach pins do not meet the standard. A lazy stitched or quilled "wapegnaka" with proper colors and designs may be worn with the roach or it may be worn with imitation eagle feathers as an alternative to the roach. A war bonnet may be worn if the rest of the outfit matches; i.e., war bonnets were usually worn by older men with more elaborate outfits.

Acceptable: A fiber roach may be worn.

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

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

Superior: The standard for a choker is one that is properly constructed of hair pipe, bone tube, brass beads, or dentalium with harness leather-type spacers. Ca. 2 1/2" backed mirror or conch shell disk may be used in the center of the choker. Plastic bone tube and plastic hairpipe may be used. An otter fur choker also meets the standard. (Quality fake fur may be used.) Authentic or reproduction Peace Medals of proper date/era may be worn either around the neck or on the breastplate. Neck bustles must be properly constructed and sized with an appropriate variety of feathers and feather treatments.

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

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

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

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

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

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

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

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

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

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

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

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

Acceptable: Lower quality wing fan, etc.

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

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

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

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

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

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

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

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

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

Acceptable: Lower quality construction or materials.

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

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

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

Large nickel-plated or brass bells (ca. 1 ¼” Dia- 1 ¾” dia.) mounted on harness-type leather, may be worn at the knees and/or ankles, and/or legs, as appropriate. Fur knee bands and/or ankle bands should be worn with long johns. They can be angora, otter, buffalo, or skunk (Quality fake fur may be used).

Acceptable: Felt leggings, bells that are too small or improperly worn, loom beadwork on leggings.

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

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

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

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

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

Item 10: OVERALL

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

Does the set look complete? Do the dance clothes have the right “look”? (20) _____
Is the dancer knowledgeable about his dance clothes’ components?

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

A note about dance clothes:

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

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

A note to all dancers:

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

A variety of literature was used. Amongst these were:

- (1) “Old Time Sioux Costume” by Norm Feder, *The American Indian Hobbyist*, Nov/Dec 1958.
- (2) “Old Time Sioux Dancers” by Mike Tucker, 1969.

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

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

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

2014 Dixie Parade of Braves
(based upon 2012 NOAC standards)

STRAIGHT DANCE OUTFIT

NAME _____ LODGE # _____

JUDGE _____ CONTEST # _____

MAXIMUM SCORE 90

Items 1, 4, 5: 10 points each

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

Items 2, 3, 6: 20 points each

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

Item 1: HEAD – Roach; Roach Feather(s); Roach Spreader; Scalp Feather;
Headband. Optional: Otter Fur Turban **SCORE**
(10) _____

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

Item 6: OVERALL

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

Does the set look complete? Do the dance clothes have the right “look”? (20) _____
Are they consistent with the current styles? Does this set represent a “tribal” style?

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

A note about dance clothes:

The most important thing about a set of modern Straight Dance dance clothes is the overall look. Dance clothes are meant to be danced in, not to be judged in a still position. The components of your dance clothes should move well

when you dance and work to enhance your dancing style. For this reason, materials, size, shape, and placement of the individual dance clothes components listed above must be in order. When specific materials are called for – such as broadcloth, beadwork, or finger woven yarn work – an adequate substitution of cloth, sequins, etc. can be used. However, proper colors, designs, and proportions must be in place for the article to get maximum points and for your dance clothes to have maximum visual impact.

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

A note to all dancers:

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

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

Be aware that although a printed or recorded work may have been relevant at the time of its making, Straight Dance is an ever-changing dance style and these works can sometimes become outdated within a short period of time. If possible, attend powwows and notice the subtle trends being added to Straight Dance clothes 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 and gatheringofnations.com to view photos and video footage of powwow dancers. Please be respectful of others’ dance clothes. Model your dance clothes after contemporary dancers, but do not copy specific set of clothes verbatim.

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

2014 Dixie Parade of Braves
(based upon 2012 NOAC standards)

CONTEMPORARY TRADITIONAL DANCE OUTFIT

NAME _____ LODGE # _____

JUDGE _____ CONTEST # _____

MAXIMUM SCORE 110

Scale (except for Item 10 – Overall): 0 = Missing or Inappropriate 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. Spreader of German silver, bone or rawhide, fully/partially beaded, with two sockets and two imitation eagle tail feathers properly attached. Lane-stitch beaded or quilled “Wapegnaka” (Bull’s Tail) to match the rest of the beadwork. May include scalp feathers, quilled wheel wheels, etc. A roach pin is usually worn with a large cluster of feather/plumes attached to the outer end. Other possibilities: beaded headband with 1 or 3 beaded or quilled rosettes to coordinate with other beadwork; feather visors made of imitation eagle feathers; small round/mess bustle worn either in the tail of the roach or around the neck; beaded roach crown that matches the rest of the beadwork in design and style; Mandan-style headdress.

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

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

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

Superior: Properly constructed hair pipe, bone tube, dentalium choker with harness leather or bone spacers, or beaded choker that matches the rest of the beadwork in design and style. Appropriately sized metal backed mirror or disc conch shell in the center may be used. No penalties for plastic vs. bone. Beads may be any sort of glass or plastic bead that matches rest of dance clothes’ colors and design. Fabric scarf and a scarf slide which should be of German silver or beaded to match rest of beadwork. Beaded neckties matching the rest of the beadwork. If fringe is added it needs to match all other fringe.

Acceptable: Poor construction or poorly matching/coordinating with the rest of dance clothes.

Inappropriate: Scout neckerchiefs; missing items.

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

Superior: Shirts are satin or cotton and can be a solid color with an elaborate fabric appliqué design down the sleeves and over the shoulder or a colored print with simple ribbon decoration; long-johns dyed in a bright color to match over all outfit. Fully or partially (front panels) beaded vests must be done with colors, designs, and beading technique which matches the rest of the dance clothes' beadwork. Bone Breastplate with two or three sections of 4-inch pipes, or two sections of 4-inch pipes separated by a section of 1-2 inch pipes or appropriate beads. Harness leather spacers with appropriate bead embellishments decorated with beaded or quilled beaded rosettes or pendants, ribbons, hawk belts, etc.

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

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

Incorrect: Bare chest; missing items.

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

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

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

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

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

Superior: Appropriately-sized wing or Northern style flat fan (Canada goose or turkey, for instance). Dance hoop wrapped in otter fur with feather dangles, ribbon, or ermine. Dance stick, cane, mirror board, gunstock war club. Dance sticks are decorated with beadwork of proper colors, designs, and technique (gourd/peyote stitched or bead wrap) that matches rest of beadwork. Appropriately decorated rawhide shields. Properly constructed pipe bags that match the rest of the dance clothes.

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

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

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

Superior: Aprons are fully/partially beaded or partially quilled and match the rest of the beadwork. Beautiful fabrics decorated with fabric appliqué designs, ribbons, metal sequins, ribbon or leather fringe which works well with the rest of dance clothes. Fully beaded side tabs that match in design and color with leather or ribbon fringe that matches. Length of aprons and side tabs is personal preference, but should match each other. Belt can be fully/partially beaded, concho or tack belt. Assumption sashes of appropriate color (not as common among contemporary dancers). Beadwork matches rest of beadwork.

Acceptable: Fabric without decorations; beadwork that doesn't match the rest of the dance clothes.

Inappropriate: Undecorated aprons; finger woven straight dance sashes; missing items.

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

Superior: Leather or fabric leggings decorated with beadwork designs or painted or fabric appliqué designs which complement the set of clothes. Beaded knee bands that match the rest of the dance clothes – fringed with leather or ribbon which matches the rest of the dance clothes. Quilled knee bands are rare, but appropriate. Leather or ribbon fringe is attached and matches all other fringe. Solid color athletic socks are worn with or without stripes. Dyed long-johns to match top and overall outfit. Appropriate colored compression pants (tights – usually black) can be worn. Large brass or nickel plated bells (ca. 1" Dia – 1 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 can be dyed a color that matches the rest of dance clothes. Anklets are not mandatory if wearing leggings.

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

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

Item 8: BUSTLE (10) _____

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

Inappropriate: Hackle bustles, butterfly bustles.

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

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

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

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

Item 10: OVERALL

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

Does the set look complete? Do the dance clothes have the right “look”?
Are they consistent with the current styles? (20) _____

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

A note about dance clothes:

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

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

A note to all dancers:

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

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

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

Beyond these two references we have relied on many other reference materials to cover the description of Contemporary Traditional dance clothes other than Lakota. Numerous books are no available with photos of

Contemporary Traditional Dancers. Publications such as *Whispering Wind* magazine also provide excellent information.

Be aware that although a printed or recorded work may have been relevant at the time of its making, Contemporary Traditional is an ever-changing dance style and these works can sometimes become outdated within a short period of time. If possible, attend powwows and notice the subtle trends being added to Grass Dance clothes 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](https://www.youtube.com) and gatheringofnations.com to view photos and video footage of powwow dancers. Please be respectful of others' dance clothes. Model your dance clothes after contemporary dancers, but do not copy specific set of clothes verbatim.

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

2014 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 Inappropriate Item; 1-3 = Acceptable;
4-6 = Good; 7-9 = Excellent; 10 = Superior

SCORE

Item 1: HEAD – Roach; Roach Feathers; Spreader; etc. (10) _____

Superior: Roach – well made, worn correctly, appropriate flare, length should be a minimum of 14”, coordinated with dance clothes, with spreader and roach feathers, or pheasant tails tipped with fluffs (can be decorated. Porcupine hair roaches are necessary). Headband, beaded or other decoration method, colors should coordinate with the dance clothes. A “Wapegnaka” or a Neck Bustle is a possible addition.

Acceptable: Fiber roach; discordant color porky roach; inadequate length, poorly constructed or worn out roach.

Inappropriate: 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; etc. (10) _____

Superior: Yoke with coordinated colored designs in beaded or fabric appliqué, sequins, with chainette fringe or ribbon of adequate length. Body covering to include full tights, colors coordinated with dance clothes. Beaded necktie and collar. Decorated Otter breastplate, Loop necklace, or bone breastplate, worn appropriately.

Acceptable: Items that do not coordinate well with the dance clothes; inappropriate body covering, length of yoke or fringe; simple 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 round or shingle back bustle in coordinated colors, adequate size and contain uprights and a trailer. Trailer should be decorated with feathers and be a single or double trailer. Feather decoration, clean design and execution, colors complementing and coordinating with dance clothes, and properly worn. Back bustle should be affixed to waist.

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

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

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

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

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

Inappropriate: No armbands or cuffs; missing items.

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

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

Acceptable: Undecorated items, only one hand item.

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

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

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

Acceptable: Un-decorated aprons and plain belt.

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

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

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

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

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

Item 8: OVERALL

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

Does the set look complete? Do the dance clothes have the right “look”? (20) _____
Are they consistent with the current styles?

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 set of modern Chicken Dance dance clothes is its overall look. Dance clothes 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 dance clothes 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 can be used. However, proper colors, designs, and proportions must be in place for the article to get maximum points and for your dance clothes to have maximum visual impact.

This outline is not just a scoring sheet, it is a resource for you to constantly improve your dance clothes to be the best that they 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 dance clothes to a higher level of quality each time you dance. By continually improving your dance clothes, your presentation on the dance floor 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* and *www.gathernigofnations.com* to view photos and video footage of powwow dancers. Please be respectful of others' dance clothes. Model your outfit after contemporary dancers, but do not copy a specific set of clothes verbatim.

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

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: Dallas Whittington

*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, 2014. 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 25, 2014 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 03/01/2014</i>	

Please submit the worksheet to the Administration Competition Coordinator at the Friday, April 25, 2014 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, 2014.

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

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 25th.

JUDGING STANDARDS

	<i>Range</i>	<i>Points</i>
Were four editions submitted, all being dated since April 19th, 2013? (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 25th.

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 25th.

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)		

WTGCG Lodge:

Judging Lodge:

Judge's Name:

Judge Signature:

Judges: Please make explanatory comments on back of form.

Totem Pole

There are two categories for this competition -- hand-carved and power tools. Lodges must declare which category in which they wish to participate at the Friday night Council of Chiefs meeting at the Dixie Fellowship. Participants may be youth or adult. Inappropriate or un-Scout-like designs will be disqualified. Judging criteria are listed below:

Circle Category: Hand-Carved Power Tools

JUDGING STANDARDS

	<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, 2014, 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 side	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 2014 Lodge of the Year Award

Lodge Name: _____ Lodge Number: _____

Please check each item achieved and attach supporting documentation where appropriate. Total possible points without winning an event is 590 points. A 65% (384 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>Points Possible</i>	<i>Points Awarded</i>
I. National Recognition:		
<input type="checkbox"/> • Lodge achieved bronze, silver, or gold JTE recognition (5 bronze, 15 silver, or 25 gold). (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)	25	
<input type="checkbox"/> • Lodge charter is submitted to the National Office by December 31 of the previous year.	25	
<input type="checkbox"/> Lodges sent ten or more (youth or adult) total (if lesser, the lodge's quota to the national program of emphasis) to the Nat'l OA Conference (or other National program of emphasis), or to a National Leadership Seminar, or adult(s) to NLATS or Philmont training, all within the 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>) <div style="display: flex; flex-wrap: wrap; padding-left: 20px;"> <div style="width: 50%;"><input type="checkbox"/> Quest for the Golden Arrow (15 pts)</div> <div style="width: 50%;"><input type="checkbox"/> Knowledge and Training Award (15 pts)</div> <div style="width: 50%;"><input type="checkbox"/> Lodge Planbook (10 pts)</div> <div style="width: 50%;"><input type="checkbox"/> Lodge Newsletter (10 pts)</div> <div style="width: 50%;"><input type="checkbox"/> Lodge Website (10 pts)</div> <div style="width: 50%;"><input type="checkbox"/> Lodge Where to go Camping Guide (10 pts)</div> <div style="width: 50%;"><input type="checkbox"/> Lodge Display (10 pts)</div> <div style="width: 50%;"><input type="checkbox"/> Totem Pole (5 pts)</div> <div style="width: 50%;"><input type="checkbox"/> Pre-Ordeal Ceremony (10 pts)</div> <div style="width: 50%;"><input type="checkbox"/> Brotherhood Ceremony (10 pts)</div> <div style="width: 50%;"><input type="checkbox"/> Team Dance (10 pts)</div> <div style="width: 50%;"><input type="checkbox"/> Team Singing (10 pts)</div> <div style="width: 50%;"><input type="checkbox"/> Parade of Braves (10 pts)</div> <div style="width: 50%;"><input type="checkbox"/> Individual Dance (10 pts)</div> <div style="width: 50%;"><input type="checkbox"/> Egg Toss (5 pts)</div> </div>	150 max	
<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. <input type="checkbox"/> Training (7 pts)	25 max	

<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>). <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 (can donate locally and provide receipt).	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, each with 20% lodge attendance. <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 and 80% (or 3% over 75%) of those eligible must attend. <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 any of the Council's endowment fund, the Council's FOS program or the Maury Clancy Indian Campership Fund. This monetary contribution could be to any of these programs in any combination of the three programs. (\$2 per lodge member = 5 pts., \$3.50 per member = 10 pts., \$5 per member = 25 pts.) <i>To whom: _____ Amount: _____</i>	25	

<i>To whom: _____ Amount: _____</i>		
<i>To whom: _____ Amount: _____</i>		
<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 (or his designee) is a voting member or in good standing of either/or: 1) Council Executive Board 2) Scouting/Camping Committee. <i>(A letter certifying standing and attendance is required and must be signed by the Council Executive or his designee).</i>	15	
<input type="checkbox"/> Lodge assisted its council in Camp Promotions. <i>(Please attach a brief description of how you did so).</i>	15	
<input type="checkbox"/> Lodge planned and assisted one event that was beneficial to the Cub Scout program. <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 2013 by 12/31/2013	10	
<input type="checkbox"/> Lodge attains a Brotherhood conversion rate of 40% in 2013 (or a 3% growth rate over 30%)	10	

Lodge Chief

Lodge Adviser

Lodge Staff Adviser

VI. Training Guidelines

Training Coordinator: *Steven Long*

contact email: **** Redacted ****

Phone: **** Redacted ****

Training Adviser: *David Surrett*

Contact email: *davidcsurrett@gmail.com*

Phone: *(864) 710-3152*

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 **January 15th, 2014** 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 15, 2014 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 2012 Dixie Fellowship.

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

A. Training Topic Assignments:

- Santee –
- Catawba –
- Muscogee –
- Bob White –
- Tomo Chi-Chi –

- Skyuka –
- Eswau Huppeday –
- Atta Kulla Kulla –
- Tsali –
- Itibapishe Iti Hollo –
- Unali'Yi –

B. Lodge Training Topics

1. **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.
2. **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.
3. **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.
4. **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.
5. **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.
6. **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.
7. **Camping Promotion** – Shows how lodges can more effectively promote camping, both weekend trips and summer camp, to help their troops and council.
8. **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.

9. **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.
10. **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.
11. **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.
12. **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!
13. **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.
14. **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.
15. **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.
16. **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.
17. **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.
18. **Induction Conduction** – A session to describe the induction process and was to improve your inductions within your home lodges.

19. **Roles of Chapter Officers and Advisers** – A “nuts and bolts” approach to improving chapter events and organization along with increasing chapter involvement and participation.
20. **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.
21. **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 9 - | Council of Chiefs; Topics will be voted on and assigned. |
| January 15 - | 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. |
| March 1 - | 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 1 - | 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 2012

- Catawba Lodge 459 -- How to Make Ceremonies Meaningful
- Tsali Lodge 134 – Straight Dance
- Unali'Yi Lodge 236 -- So you want to be an OA Officer?
- Muscogee Lodge 221 -- The Different Uses of a Trash Bag
- Atta Kulla Kulla Lodge 185 – Going Green
- Tomo Chi-Chi Lodge 119 – Roles of Chapter Officers and Advisers
- Santee Lodge 116 -- OA at Summer Camp
- Itibapishe Iti Hollo Lodge 188 – Exciting Lodge Events
- Eswau Huppeday Lodge 560 – Leaders: Born or Made
- Bob White Lodge 87 -- I'm Brotherhood – Now What?
- Skyuka Lodge 270 – Effective Communications

Training assignments from 2013

- Catawba Lodge 459 – The Elangomat Program
- Tsali Lodge 134 – I'm Brotherhood, Now What?
- Unali'Yi Lodge 236 – How to Perform a Quality Ordeal
- Muscogee Lodge 221 – Giving a Non-Denominational Worship Service
- Atta Kulla Kulla Lodge 185 – Cub Scouting and the OA
- Tomo Chi-Chi Lodge 119 – Training Workshop
- Santee Lodge 116 -- OA Camping Promotions
- Itibapishe Iti Hollo Lodge 188 – Making Your Arrow Bling
- Eswau Huppeday Lodge 560 -- How to Train Chapter Leadership
- Bob White Lodge 87 – Effective Communication
- Skyuka Lodge 270 – Exciting Lodge Events

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 obligated to complete the training requirements for their Participation Pin. They may have their Passport signed or stamped by the competition judges. Lodge Advisers will handle the distribution of participation pins.

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.

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. All training judges are expected to attend an orientation meeting on Friday night of Dixie Fellowship week-end to receive guidance, instruction, last minute changes and judging sheet packets.

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,

Matt Forster
Section Chief