

REFLECTIVE THOUGHT

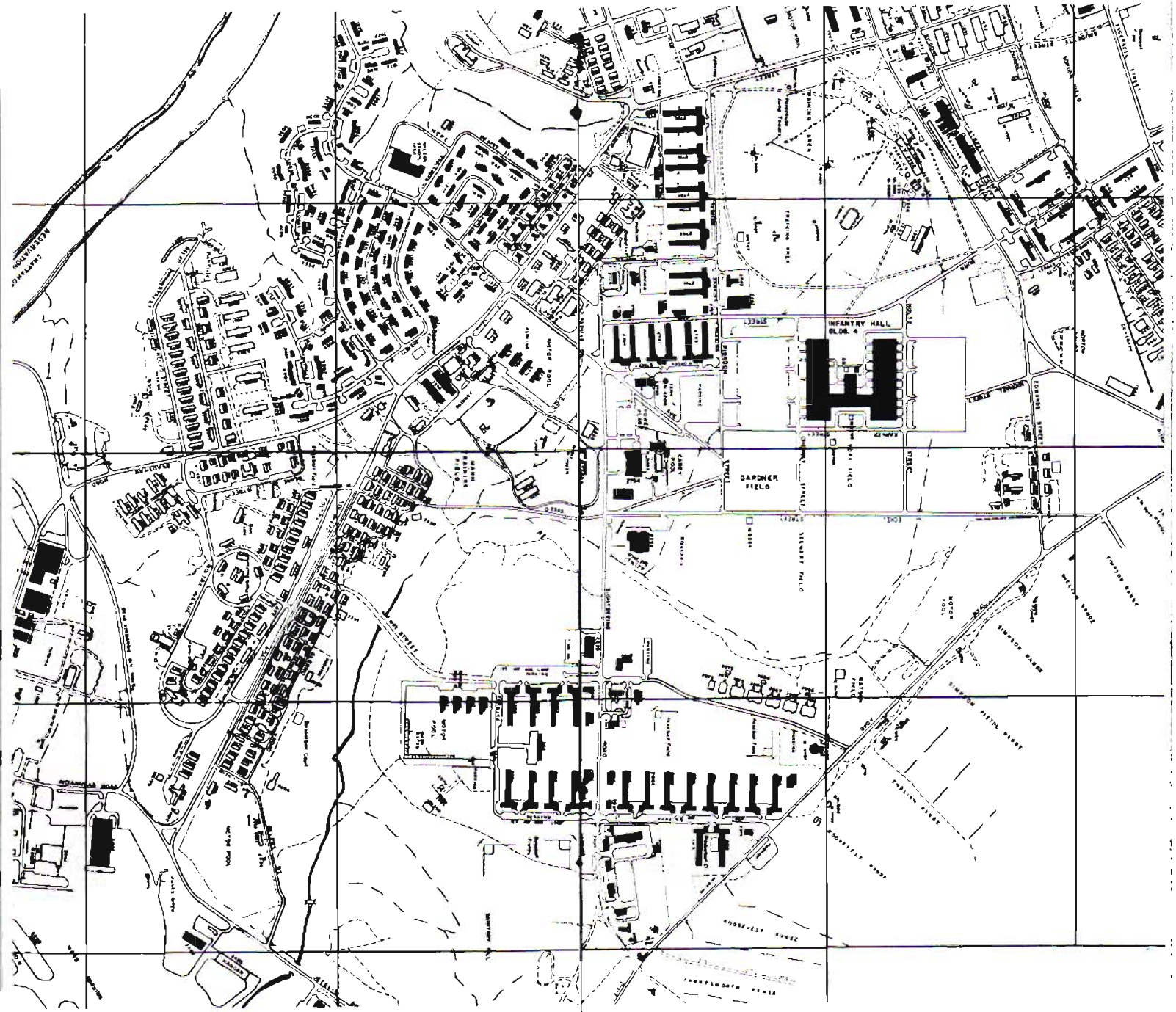
I EXPECT TO PASS THIS WAY BUT ONCE
IF THEREFORE, THERE BE ANY KINDNESS
I CAN SHOW,
OR ANY GOOD THING I CAN DO TO ANY FELLOW
BEING,
LET ME DO IT NOW
AND NOT DEFER OR NEGLECT IT
AS I SHALL NOT PASS THIS WAY AGAIN .

- - William Penn

PROGRAM
3RD ANNUAL
AREA 5 CONCLAVE
ORDER OF THE ARROW
BOY SCOUTS
OF AMERICA
FT. BENNING, GEORGIA
APRIL 25 - 27, 1975



Welcome to Fort Benning, Georgia





Fellow O. A. Brothers
 Section - 5 State of Georgia
 Order of the Arrow

On behalf of the Deputy Conclave Chiefs and myself, I would like to welcome you to "YOUR" 1975 Sectional Conclave. The reason I say "YOUR" Conclave is that each individual in attendance this weekend has an important part in making this the best Conclave ever.

The Chattahoochee Lodge and Fort Benning have made every effort to provide us with the best facilities possible. But you must put a part of yourself into the Quest, Training Seminars and Fellowship if you are to leave Sunday with the memorable and rewarding experiences which come from an event like this.

If at any time you have any problem or questions please feel free to ask either me or a Deputy Chief.

Again - **WELCOME !**

LODGES CONTRIBUTING	
EGWA TAWA DEE	#129
WEHADKEE	#273
ECHECONNEE	#358
ALAPAHA	#645
WAGULI	#318
PILTHLAKO	#229
CHATTAHOOCHEE	#204
INITO	#324
IMMOKALEE	#353
TOMO CHI CHI	#119
MOWOGO	#243
BOBWHITE	#87

Yours in Brotherhood,

Henry
 Henry Turner III
 Area-5 Section Chief

All Area 5 Arrowmen:

WELCOME to the Chattahoochee Council and the Infantry Center of the World, Fort Benning, Georgia. General Tarpley, Commanding General of Fort Benning, and his staff, have worked long and hard to prepare excellent accommodations for our meeting this year. I hope that each one of us will express our appreciation to the Commanding General and his staff by showing, through our conduct and remarks, how much we appreciate the effort they have put forward to make our conference successful.

The volunteer and professional staff of the Chattahoochee Council would like to assist in any way possible in making your stay with us successful. Please let us know if there is any way that any of us can help to make you more comfortable or answer any questions you might have.

Best wishes for a most successful conference. May the fellowship enjoyed at Fort Benning continue to ring in your mind and memories for years to come as you continue to grow in "The Brotherhood of Cheerful Service".

Sincerely,

Russell P. McLean
 Russell P. McLean
 Scout Executive
 Chief of the Fire



Rules of Conduct

The general welfare of any group depends on the conduct of the individual member. This ensures the success of our conference and provides the maximum benefit to every participant. The Arrowman understands this and supports the reasonable demands of conduct expected of him.

1. The Arrowman observes the Scout Oath or Promise and Law, the Explorer Code, and the Order of the Arrow Obligation.
2. The Arrowman wears his official uniform throughout the conference. He avoids wearing unofficial hats, patch jackets, medals or decorations.
3. The Arrowman confines trading and swapping to free periods.
4. The Arrowman attends all training and general sessions.
5. The Arrowman is personally responsible for any breakage, damage, or loss of property.
6. The Arrowman observes quiet hours and lights out from 12:00 Midnight to 7:00 A. M.
7. The Arrowman keeps his quarters clean, his bed made, and disposes of trash in the proper place.
8. The Arrowman respects the State Laws and the reservation regulation prohibiting the possession or use of drugs or alcoholic beverages in any form on the reservation and those covering fireworks, firearms, and gambling. Infraction of these regulations will be cause for immediate dismissal from the conference.
9. The Arrowman respects the rule prohibiting use of private automobiles on the reservation without permission from conference headquarters.
10. The Arrowman, before the end of the conference, makes sure that the area is clean and completely free of litter and all fires are completely out.
11. The Arrowman shall not leave the reservation without permission from the conference headquarters.

Dear Fellow Arrowmen:

"Firm bound in Brotherhood, gather the Clan" - I too welcome you to historic Fort Penning and to Columbus, Georgia.

As we participate in this Area 5 Conclave, may we always remember our heritage and the heritage of this our Country and our Brotherhood.

We of Lodge # 204 wish for you a great weekend and a most exciting and interesting Conclave. If there is any thing that I or any of our Lodge members may help you please ask.

Good luck in your endeavors and always - Cheerful Service !!

Yours in Brotherhood,

Mike Osborne
Mike Osborne
Chief
Chattahoochee Lodge # 204



CONCLAVE

PROGRAM

Friday..

8:00-9:00 CHECK - IN
9:00-10:00 OPENING ASSEMBLY
(American Heritage Program)
NOMINATION FOR AREA 5 OFFICERS
10:00 CRACKER BARREL
11:00 TAPS

Saturday..

6:30 REVEILLE
7:00-8:00 BREAKFAST
8:00-10:00 PRESENTATION BY U.S. ARMY
10:00-12:30 ASSEMBLY (Training Semtnars)
2nd NOMINATION FOR AREA 5
OFFICERS
12:30-1:30 LUNCH
1:30-4:30 QUEST FOR THE GOLDEN ARROW
5:00-6:00 COSTUME COMPETITION
6:00-7:00 SUPPER
6:30-8:00 U.S. ARMY BAND, INFANTRY
MUSEUM, PREPARATION FOR
CAMPFIRE
8:00-Until CAMPFIRE
11:00 CRACKER BARREL
12:00 TAPS

Sunday..

7:00 REVEILLE
7:30-8:30 BREAKFAST
8:30-9:00 WORSHIP SERVICES
9:00-10:00 POW WOW COMPETITION
10:00-11:30 CLOSING ASSEMBLY (Trophies
Awarded) KEYNOTE SPEAKER
FINAL CHALLENGE
12:00 LUNCH

" In the event of any
changes - check your
Conclave Newspaper "

" HAVE YOU SEEN

THE ARROW !! "

**1975 Area-5
Sectional Conclave Officers
ORDER OF THE ARROW**

CHIEF: Henry Turner.... Bobwhite # 87
 VICE CHIEF: Glen Borders..... Egwa-Tawa-Dee #129
 SECRETARY: Ned Gwinner..... Tomo-Chi-Chi # 119

DEPUTY CONCLAVE CHIEFS:

Mike Harry	Bobwhite #87 - Quest for Golden Arrow (Spec. Assignment)
Chip Amaker	Mowogo #243 - Dance and Costume
James Mullis	Chattahoochee #204- Quest for the Golden Arrow
Rick Swartzell	Immokalee #353-Training Seminars
David Geer	Bobwhite #87 -Quest for the Golden Arrow.
Ed Hayes	Ini-To #324 -Dance and Costume
Joe Burch	Egwa-Tawa-Dee #129 - Quest for the Golden Arrow
Perry Vajda	Wehadkee #273- Training Seminars
Bobby Boyd	Echeconnee #358 - Shows
David Blaylock	Waguli #318 - Spec. Assignment
Scott E. Dey	Pilthlako #229 - Spec. Assignment
Ernie Dawe	Tomo-Chi-Chi # 119 - Special Assignment

Section Representative to Regional Order of the Arrow Committee ..Ken Thompson
 Delegate to National Indian Seminar.. Barry Rodgers
 Area 5 Director..... W. J. Woodall
 Section SE5 Professional Advisor.... Clayton N. Doty
 Section SE5 Lay Advisor R. Fleming Weaver

*Rules of the
Quest of the Golden Arrow*

1. TUG OF WAR

1. Each Lodge will furnish one team of 10 Arrowmen.
2. The team pulling the entire opposing team across a predetermined center line shall be the winner.
3. The final winner shall be decided by elimination.
4. The same team will be used in all competition.
5. No cleats or spikes will be allowed.

2. EGG PITCH

1. Each Lodge will enter two teams consisting of two Arrowmen per team.
2. Each team will be furnished one raw egg.
3. The egg is tossed underhand to the team-mate who must catch it without breaking it or letting it touch the ground.
4. The egg must be tossed back to the first team-mate to complete a "round".
5. The toss and catch must be barehanded.
6. The egg will be tossed on the signal given by the judge.
7. A team will be disqualified if an Arrowman steps over the string marker to toss or catch the egg, or if the egg breaks.
8. Markers will start ten yards apart and progress in ten yard increments.
9. For each "round" of tosses completed by a team, that team will earn ten points. The total of the two teams will be the Lodge total. The Lodge having highest total points will win first place. The Lodge having second highest total points will win the second place. The Lodge having the third highest total points will win third place.
10. In case of a tie of total points for a Lodge score, one team from these Lodges will be issued another egg and the toss repeated to break the tie.

3. SAC RACE

1. Each Lodge will provide one team using the same sack.
2. A marked 40 yard course will be used.
3. One boy will go up, and the other will jump back.
4. The first one across the finish line wins.

Indian Competition Rules

These rules are for the dance and costume competition for the 1975 Conclave. It is hoped that these guidelines will help you to be better prepared for the events.

Area: The physical arrangements for the dance competition will be held outside the main building - (weather permitting) in an arena type setting. This will be 60 feet in diameter with four fires and two exits. The dancing arena will be enclosed by bleachers. The costume competition will be held in an auditorium.

NOTE: All contestants must be under age twenty-one.

It is suggested that each Group dance and Solo dancer prepare a written brief summary of the dance they will be performing. Copies (15) should be turned in during registration. This will not only aid the judges, but will also count toward your Oral Summary.

*** Judges will be selected from each Lodge by that Lodge's Chief (1 per Lodge). It must be noted that these judges should be very capable; not only in the dancing areas, but also in the costume areas. If a Lodge feels that it has no one capable of this position, then one should not be appointed. But it must be understood that the other judges will be fair and unbiased.

RULES FOR THE COMPETITION - Dancing Only!

General Rules:

1. Costumes are acceptable from Kits.
2. Dancers must wear authentic costumes to period and style of dance.
3. Solo and Pow Wow dancers are subject to immediate disqualification if any part of a costume falls off, excluding fluffies and items designated by the judges.

Specific Rules: - Group--Each Lodge is allowed to perform at the maximum one group dance.

- A. The time limit per dance is 10 minutes.
- B. No religious dances will be permitted. Refer to the Order of the Arrow Handbook pp. 94, 95. If any question arises, the judges or the deputy Chiefs (in interest of time) have the final decision.

4. CROSS COUNTRY RACE

1. Each lodge will furnish one team of four Arrowmen.
2. No shoes with spikes or cleats will be allowed.
3. All teams will run a marked relay course.
4. Relay men will be at a specified relay point to run the next lap.
5. The first one across the finish line wins.

5. CHARIOT RACE

1. A team of three members will represent each Lodge.
2. The team will construct an "A" frame using the proper lashing. A diagonal lashing will be used at the bottom corners. Improper lashing will result in disqualification.
3. When the frame is completed, one member will ride the crossbar by any means he wishes; and the other two members will drag the chariot over a course of 100 feet. If the rider falls off the chariot, the other two members must go back where he fell to pick him up; the rider cannot come to them.
4. First one across the finish line wins if his knots check out.

6. ARROW - THROW

1. Each Lodge will have two participants.
2. Each will throw two arrows toward a fixed arrow.
3. Number of points according to distance from fixed arrow.

7. RIFLE RANGE

1. 2 Arrowmen per Lodge.
2. Places will be decided on the best score of the two.
3. 25 or 50 feet - 22 cal. range.
4. 3 shots per person.
5. NO PERSONAL FIREARMS.

GENERAL RULES

1. Each Lodge is expected to enter each event.
2. One person may enter only two events - Tug of War excluded.
3. There will be 12 points for first place, 11 points for second, 10 for third; 9 for fourth and so on down to sixth place.
4. A revolving trophy will be awarded to the Lodge with the highest total score at the closing session.
5. All judging will be final.

The Value of a Smile

- C. Music by the groups choice.
- D. Judging will be based on the following:
 - 1. Possible 3 points for Oral Summary.
 - 2. Possible 3 points for not exceeding timelimit.
 - 3. Possible 5 points for authenticity.
 - 4. Possible 5 points for Dance rhythm, footwork, body movement, and team coordination.

Solo Dancing...

- a. Limit of two dancers per Lodge (if a Lodge wishes to submit more than two soloist consult the dancing committee to see if space and time is available).
- b. Time should not exceed 5 minutes. Also no religious dances.
- c. Music by contestant's choice.
 - 1. Possible 3 points for Oral Summary
 - 2. Possible 3 points for not exceeding time
 - 3. Possible 5 points for Authenticity
 - 4. Possible 5 points for Dance Rhythm-footwork & body movement.

Pow Wow ...

- a. Division into two groups:
 - 1. Old Style and Straight Dance
 - 2. Fancy Dance
- b. Music to be decided at a later date
- c. All contestants must wear numbers during the dancing.
- d. Elimination by the following:
 - 1. Dance Rhythm, footwork & body movements
 - 2. Timeliness and Attitudes
 - 3. Authenticity

Costume Competition...

- a. Costumes from kits are acceptable but not suggested !
- b. Judging will be based on the following:
 - possible 5 Points in each category
 - 1. Narration limited to 4 minutes
 - 2. Authenticity
 - 3. Total work effort
 - 4. Knowledge of Costume

It costs nothing, but creates much.

It enriches those who receive,
without impoverishing those who give.

It happens in a flash and the memory
of it sometimes lasts forever.

None are so rich they can get along
without it and none so poor but are
richer for its benefits.

It creates happiness in the home,
fosters good will in a business,
and is the countersign of friends.

It is rest to the weary, daylight
to the discouraged, sunshine to the sad
and Nature's best antidote for trouble.

Yet it cannot be bought, begged,
borrowed, or stolen, for it is something
that is no earthly good to anybody
'til it is given away !

Nobody needs a smile so much
as those who have none left to give.