



Welcome Brothers!

As Host Lodge Chief, I extend to you a HEARTY WELCOME on behalf of Berry Academy and Waguli Lodge #318.

Join us here at the feet of the GREAT APPALACHIAN MOUNTAIN and, with your cooperation, this will be the greatest, fun-packed weekend of fellowship in Conclave History.

As you walk on the campus, try to visualize the Cherokee and Creek Indians living here.

Think of the purpose of our Order, and of our Indian Heritage. Live by the "out-door code" while here, for are we not Honor Campers?

Many persons have contributed much to the success of this Conclave and to each of them - the Waguli Lodge offers its THANKS!

If you have any questions, don't hesitate to ask the Security Patrol or any host lodge member.

Again, I bid you welcome from Waguli Lodge.

Yours in Brotherhood,

ORDER OF THE ARROW
Waguli Lodge #318

Wesley

Wesley Walraven, Jr.
Host Lodge Chief

ORDER OF THE ARROW LODGES - AREA V - SOUTHEAST REGION

Lodge #87	BOBWHITE	Georgia-Carolina Council Augusta, Georgia
Lodge #119	TOMO CHI CHI	Coastal Empire Council Savannah, Georgia
Lodge #129	EGWA TAWA DEE	Atlanta Area Council Atlanta, Georgia
Lodge #204	CHATTAHOOCHEE	Chattahoochee Council Columbus, Georgia
Lodge #229	PILTHLAKO	Okefenokee Area Council Waycross, Georgia
Lodge #243	MOWOGO	Northeast Georgia Council Athens, Georgia
Lodge #273	WEHADKEE	George H. Lanier Council West Point, Georgia
Lodge #318	WAGULI	Northwest Georgia Council Rome, Georgia
Lodge #324	INITO	Flint River Council Griffin, Georgia
Lodge #353	IMMOKALEE	Chehaw Council Albany, Georgia
Lodge #358	ECHECONNEE	Central Georgia Council Macon, Georgia
Lodge #545	ALAPAHA	Alapaha Area Council Valdosta, Georgia



1977 ORDER OF THE ARROW

SECTION V CONCLAVE

Co-Hosted by Berry Academy

Waguli Lodge #318

Northwest Georgia Council,
BOY SCOUTS OF AMERICA

April 22, 23, 24, 1977

SCHEDULE

FRIDAY - APRIL 22, 1977

9:00 a.m. - 10:00 p.m.	Check-In Site Assignments
9:00 p.m. - 10:00 p.m.	Fellowship Campfire (in Council Ring) Waguli Lodge in Charge
10:00 p.m. - 11:00 p.m.	Open Pow Wow Dance (Old timers are invited to dance) (in Council Ring)
10:00 p.m. - 11:00 p.m.	Meeting on Program and Events (Council of Chiefs Meeting) (at Conclave Headquarters in Gym)
11:00 p.m. - Midnight	Cracker Barrel Patch Trading Rap Session (at Conclave Headquarters) Tomo Chi Chi Lodge in Charge

MIDNIGHT TAPS

SCHEDULE

SATURDAY - APRIL 23, 1977

REVEILLE

7:30 a.m. - 8:30 a.m. Breakfast (in Dining Hall)

8:30 a.m. First Noming Session for Area Officers and Official Conclave Opening in Frost Chapel.

9:00 a.m. - 11:30 a.m. Discussion Groups (in or around Hamrich Hall) See page 7 for General Information & Subjects.

10:00 a.m. - 11:00 a.m. Meeting of all Adults in Library

11:30 a.m. - 12:15 p.m. Lodge Meetings

12:15 p.m. - 1:00 p.m. Lunch in Dining Hall

1:30 p.m. - 4:30 p.m. Second Nominations for Area Officers and
QUEST FOR THE GOLDEN ARROW
(at the Athletic Field)

4:30 p.m. - 4:45 p.m. Prepare for Costume Competition

4:45 p.m. - 5:45 p.m. Costume Competition in Council Ring

5:45 p.m. Flag Lowering Ceremonies

6:00 p.m. - 7:00 p.m. Dinner in Dining Hall

7:15 p.m. - 10:30 p.m. Showing of Costume Competitors;
Campaign Speeches for Area Officers;
Indian Dance Competition (Group and Solo)

1:00 p.m. - Midnight Council of Chiefs Meeting
(at Conclave Headquarters)

1:00 p.m. - Midnight Cracker Barrel & Patch Trading

MIDNIGHT TAPS

SCHEDULE

SUNDAY - APRIL 24, 1977

7:00 a.m. REVEILLE

7:15 a.m. - 7:30 a.m. Flag Raising Ceremony

7:30 a.m. - 8:30 a.m. Breakfast

9:00 a.m. - 9:00 a.m. General Worship Service

Protestant
Frost Chapel, Mt. Berry

Catholic
St. Mary's in Rome

9:30 a.m. - 10:30 a.m. Indian Dance Competition--POW WOW
(in Council Ring)

10:30 a.m. - NOON CLOSING ASSEMBLY IN COUNCIL RING

- i Final Nominations
- ii Any speeches needing to be made
- iii Election of area officers
- iv Installation of officers
- v Presentation of Trophies
- vi Final challenge

NOON CHECK - OUT

NOON - 1:00 p.m. Pick up lunch at Trading Post

1:00 p.m. FLAG LOWERING CEREMONEY

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GENERAL CONFERENCE RULES

he general welfare of a group depends upon the conduct of the individual members. This ensures the success of our conclave and provides the maximum benefit to each participant. The Arrowman understands this and supports the reasonable demands of conduct expected of him.

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1. The Arrowman observes the Scout Oath and Promise and Law, the Explorer Code and the Order of the Arrow Obligation.
2. The Arrowman wears his official uniform, with lodge flap, throughout the Conclave. He avoids wearing unofficial hats, medals or decorations.
3. The Arrowman confines trading and swapping to free and designated periods.
4. The Arrowman should attend all training and general sessions.
5. The Arrowman and his lodge are responsible for breakage, damage, or loss of property.
6. The Arrowman observes quiet and lights out from Midnight until 6:30 a.m. All showers and other activities should be finished by Midnight.
7. The Arrowman keeps quarters clean and neat and disposes of trash properly.
8. The Arrowman respects the State Laws and Berry Academy regulations prohibiting the possession or use of drugs and alcoholic beverages in any form on the Berry Campus and those regulations covering fire, fire works, firearms, and gambling. Infractions of these regulations will be the cause for immediate dismissal from the Conclave.
9. Liquid gas appliances are prohibited by the Northwest Georgia Council, Boy Scouts of America. This includes liquid gas stoves and lanterns.

(If you have a liquid gas appliance with you, please keep it in your car.

10. The Arrowman respects the rules prohibiting the use of private automobiles on the campus.
11. Arrowmen will not be able to leave the campus without an adult (over 21) adviser or specific consent of an adviser. Consent of the adviser for an Arrowman to leave the reservation without an adult must be cleared through Security and Registration Headquarters. Advisers should not leave, nor authorize an Arrowman to leave the campus, unless it is absolutely necessary.
12. The Arrowman should remember that a Scout of Explorer is clean and remove all litter before leaving.
13. PLEASE, NO FIRES.

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DISCUSSION GROUPS

GENERAL INFORMATION

Each discussion group will be **led by a boy** Arrowman with an adult adviser. They will be **20-minutes** long with a 5-minute break between. Every Arrowman should attend five sessions to enable him to assist his chapter or lodge when he returns home.

<u>The Adult Role</u>	Tomo Chi Chi Lodge
<u>Ceremonies</u>	Mowogo Lodge
<u>Lodge Publications</u>	Egwa Tawa Dee Lodge
<u>Indian Costumes</u>	Echeconnee Lodge
<u>Backpacking</u>	Alapaha Lodge
<u>"Where to go Camping" Guide</u> ..	Chattahoochee Lodge
<u>Lodge Induction</u>	Bobwhite Lodge

QUEST
OF THE
GOLDEN ARROW

GENERAL INFORMATION

The sponsoring lodge will provide all necessary materials for the competitive events. The sponsoring lodge is also responsible for the starting and smooth operation of its event. The sponsoring lodge is also responsible for the rules for its event.

- I Tug-O-War Tomo Chi Chi Lodge
- II Egg Pitch Inito Lodge
- III Cross Country Race Waguli Lodge
- IV Chariot Race Immokalee Lodge
- V Arrow Throw Wehadkee Lodge
- VI Archery Mowogo Lodge
- VII String Burning Pilthlako Lodge

GENERAL RULES

- I-Each lodge is expected to enter each event.
- II-One person may enter only two events -- Tug-O-War is excluded.
- III-There will be 12 points for 1st place; 11 points for 2nd place; 10 points for 3rd place, and so on down to 6th place.
- IV-A revolving trophy will be awarded the lodge with the highest total score at the closing session.
- V-ALL JUDGING WILL BE FINAL.

EVENTS

I Tug-O-War Tomo Chi Chi #119

- 1. Each lodge will furnish one team of ten 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.

II Egg Pitch Inito #324

- 1. Each lodge will enter two teams consisting of two Arrowmen per team.
- 2. Each team will be furnished one egg.
- 3. The egg is tossed underhanded to the teammate who must catch it without it breaking or letting it touch the ground.
- 4. Egg must be tossed back to first teammate to complete a round.
- 5. Toss and catch must be barehanded.
- 6. Egg will be tossed on judge's signal.
- 7. A team will be disqualified if an Arrowman steps over string marker to toss or catch the egg, or if the egg breaks.
- 8. Markers will start 10 yards apart and progress in 10-yard increments.
- 9. 10 points will be earned by the team for each round of tosses completed. Total of the two teams will be the lodge total. Lodge having highest total points wins first place, and so on down.
- 10. In case of a tie, one team from each of these lodges will be issued another egg and toss will be repeated until the tie is broken.

Cross Country Race Waguli #318

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.

Chariot Race Immokalee #353

1. A team of three Arrowmen will represent each lodge.
2. The team will construct an "A" frame, using the proper lashing. A diagonal lashing will be used at the top of the "A" frame and square lashing will be used at the bottom corners. Improper lashing will result in disqualification.
3. When the frame is completed, one member will ride 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 must go back to where he fell, to pick him up (the rider cannot come to them.)
4. First team across the finish line wins, if the knots are tied correctly.

Arrow Throw Wehadkee #273

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.

VI Archery Mowogo #243

1. Each lodge will have two archers shooting five arrows each.
2. Highest total group score wins.
3. Arrows on line will receive the higher score.
4. Arrows completely penetrating the target will be reshot.
5. Must use provided equipment.

VII String Burning Pilthlako #229

1. Two Arrowmen from each lodge.
2. Will be given three minutes to build fire.
3. Signal will be given to light fire.
4. No wood can be added after starting signal.
5. Only three matches to each fire.
6. Fire must burn string 18 inches from ground.
7. Fire can be no taller than the first string 12 inches from ground.
8. After the starting signal nothing can be done to the fire.

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* S P E C I A L *
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* C O M P E T I T I O N S *
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* Watch for special notices in the Conclave Newspaper *
* and announcements at meals relative to the sub- *
* mission of specific items for the following: *
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* I Lodge Newspaper Competition *
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* II "Where to go Camping" Booklet Competition *
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* III Lodge Bulletin Board Competition *
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INDIAN DANCE AND COSTUME

COMPETITION RULES

GENERAL RULES

Each lodge will appoint one judge. It must be noted that these judges should be very capable, not only in the dancing areas, but also in the costuming areas. If a lodge feel 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.

Costumes from kits are acceptable.

Dancers must wear authentic costumes for period and dance.

SOLO and POW WOW dancers are subject to immediate disqualification if any part of a costume falls off, excluding fluffies and items designated by judges.

It is suggested that each group dance and solo dancer prepare a brief written summary of the dance they will be performing. Fifteen copies should be turned in during registration. This will not only aid the judges but will also count toward your oral summary.

All contestants must be under age 21.

SPECIFIC RULES

I GROUP DANCE

1. Each lodge is allowed to perform at the maximum one group dance.
2. The time limit per dance is 10 minutes.
3. No religious dances will be permitted. Refer to the Order of the Arrow Handbook. If any question arises, the judges or the Deputy Chiefs (in the interest of time) have the final decision.
4. Music by the group's choice.
5. Judging will be based on the following:
3 points -- Oral Summary; 3 points -- for not exceeding time limit; 5 points for authenticity; 5 points -- Dance rhythm, footwork & body movement.

II SOLO DANCING

1. Limit of two dancers per lodge (if a lodge wishes to submit more than two soloists, consult the dancing committee to see if space and time is available).
2. Time should not exceed five minutes.
3. No religious dances.
4. Music by contestant's choice.
5. Judging will be based on the following:
3 points -- Oral Summary; 3 points -- Not Exceeding time limit; 5 points -- Authenticity; 4 points -- Dance Rhythm, Footwork and Body Movement.

III POW WOW DANCING

1. Divided into two groups:
 - a. Old Style and Straight Dance
 - b. Fancy Dance
2. Music to be determined by judges.
3. All contestants must wear numbers during dancing.
4. Elimination by the following:
 - a. Dance rhythm, footwork and body movements
 - b. Timeliness and attitudes
 - c. Total work effort
 - d. Knowledge of costume

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* TRADING POST *
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* The Trading Post will have an assortment of light *
* refreshments and assorted souvenirs. *
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* The Trading Post will be CLOSED during meals, *
* discussion groups and evening programs. *
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ELECTION PROCEDURES

- I First nominations will be held after Saturday breakfast
- II Second nominations are after Saturday lunch
- III Campaign speeches are scheduled after the Saturday evening meal.
- IV Elections will be held after Sunday church services.
 - a. Each lodge will have one vote for each officer.

CHECK-OUT PROCEDURES

- I Each lodge is responsible for cleaning it's own area. Grounds will be policed and all trash placed in the trash barrels.
- II Latrines and showers will be left clean.
- III All tools, etc., will be returned to the original locations.

PATCH DISTRIBUTION

- I Patches will be given to the Lodge Adviser of each lodge upon final payment of all charges due from each lodge.
- II Extra patches will be distributed to the various lodges for sale to Arrowmen on the basis of their attendance at the Conclave.

NECKERCHIEFS AND MUGS DISTRIBUTION

- I Neckerchiefs and mugs reserved in advance will be delivered to Lodge Advisers upon final payment of all charges due from each lodge.
- II Arrowmen, not members of lodges, reserving mugs and neckerchiefs in advance may purchase same at the Trading Post on a "First-Come; First-Served" basis

A Security Committee has been established for your safety, protection and the security of the school's property. You can recognize members of this committee by their special armbands. This committee is for your use; feel free to ask them for directions, schedules, or emergency helps. They will be glad to help you in any way they can.

Members of the Security Committee will be on patrol 24-hours a day, especially during the times when you will be away from your camp site (or during meals, group discussions, etc.) There will always be Security Committee Members at their headquarters, day or night. If you have any problems of any kind; feel free to talk with them. There will also be members at the main gate to restrict traffic in and out of the Conclave area to essential traffic only.

DINING HALL

All meals and cracker barrels will be served cafeteria style. YOU MUST SHOW YOUR MEAL TICKET BEFORE YOU PICK UP YOUR MEAL, so be sure to obtain your meal ticket from your Lodge Adviser after your lodge contingent has registered at the Conclave. Follow the instructions for traffic flow and be sure that you have disposed of all trash and returned those items that are not to be thrown away. Remember, your lodge's table must be clear before you leave after each meal.

SUGGESTIONS

Stay out of other lodge's campsites unless you are the guest of a member of that lodge. Avoid cutting through lodge's campsites on the way to events or activities.

Remain in your campsite between Midnight and 6:30 a.m.

Stay out of unauthorized areas.

Refer to rules regarding vehicles given each driver, and obey them.

In an emergency, notify the Health Lodge and your adviser IMMEDIATELY.

REMEMBER, as a Scout or Explorer, you are expected to live up to the Scout Oath and Law at all times.