

July 30 - August 4, 2018

Indiana University — Bloomington, Indiana

NOAC

2018

Program Guide



BOY SCOUTS OF AMERICA®

ORDER OF THE ARROW

NOAC 2018

Program Guide

This guide is a resource for lodge contingent leaders, delegates, staff, parents and others interested in the training and program opportunities that will be available at the 2018 National Order of the Arrow Conference.

This guide is meant to provide an overview of training offerings and descriptions of sessions, and serves to complement the NOAC registration website (<https://registration.oa-bsa.org>), which allows registered conference participants to choose their training and program options for the conference, and which may provide updated information. Individual delegate and group/team registration for morning training sessions and afternoon activities are open on the NOAC registration website as of April 1, and delegates are able to choose their training and afternoon activity preferences. This guide lists the training sessions currently scheduled to be offered and should be used as reference as you choose your training session preferences on the registration website.

All delegates are expected to attend morning training sessions on Tuesday, Wednesday and Thursday, most of which begin at 8:30 a.m. There are three scheduled 50 minute 'periods' per morning. Based on the depth of study, some training classes last more than one 'period,' while other sessions may take two blocks of time and some last the entire morning. With few exceptions, all morning training will conclude by 11:30 a.m. Some sessions will not be available each day. Please refer to the registration website for times offered, and refer to this guide and the registration site for details.

There are a number of training opportunities to meet your needs and interests. Delegates are asked to choose their desired training sessions in order of priority. While a delegate could attend a minimum of three and a maximum of nine specific morning training sessions through the course of the week, delegates should consider alternate choices and choose up to twelve sessions, as the topics listed in this program guide and on the registration site are subject to change due to unforeseen circumstances. Please note that based on demand and availability, you may not receive your first choice. In addition, training sessions are subject to change without notice. While we will make every effort to accommodate your requests, in some instances there will be constraints that may result in you not receiving your primary choices.

In addition, only certain afternoon activities require pre-registration prior to NOAC and they are all listed in this guide. There will be many other activities occurring throughout the afternoon on each day of conference that do not require pre-registration. Delegates should not feel compelled to 'fill their schedule' in the afternoons and should only select those activities that they truly wish and intend to participate.

Upon arrival at conference, contingent leaders will receive individual training schedules for delegate in their contingent. In some instances, due to class capacity, changes or other constraints, a delegate may not have a complete schedule for morning training even if alternate choices were selected. The training team will be on hand during registration to help contingent leaders find suitable alternate sessions for their delegates.

Sessions are identified as appropriate for youth, adults or both. Each session is also categorized by level of instruction. These categories are meant to assist you in the process of selecting a topic and are only recommendations.

Basic – appropriate for all Arrowmen

Intermediate – some prior knowledge of topic recommended

Advanced – strong understanding of topic recommended

BROTHERS,

The world is changing faster than it ever has, and the time is now to react to that. Our destiny will be defined by how quickly, and in what way, we react to these changes. During this National Order of the Arrow Conference, we'll have a conversation about where the OA has been, and where it needs to go. Change may be at the forefront of all our minds, but we're not bystanders. A person is the sum of their choices. As leaders in the OA, we're often asked to have the courage to make large decisions. Each decision large or small must be met, and in each of those moments, we decide our destiny.

*"Beliefs are choices. First you choose your beliefs.
Then your beliefs affect your choices."*

— Roy T. Bennett

For some, destiny might evoke the image of a mountaintop, or some other summit. But our future is not a journey upward, it's a journey inward. It's not a pyramid, but a maze. Each decision we make can bring us closer to the center — or send us spiraling out toward the edges. A maze represents those decisions we make each day.

An event several years in the making, the 33rd National Order of the Arrow Conference promises to be filled with rich training, engaging activities, and dynamic festivities. As you embark on your NOAC experience, whether it is your first or your tenth, we hope you will find meaning in the program we have prepared. Take advantage of the exciting opportunities available! Our goal is to provide each delegate with tangible learning outcomes that can be taken home and used to develop high performing lodges across the country.

We're looking forward to welcoming you to Indiana!

The ones who chose you need you,



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Table of Contents

Training7

- | | |
|---|--|
| 8. Accessibility in the OA | 16. Medium Lodge Administration |
| 8. Adulting 101: Youth to Adult Transition | 16. Merchandising and Running a Trading Post |
| 9. Advising 101: Working Effectively with Youth | 17. Motivating Advisers |
| 9. Advisors Roundtable | 17. Motivating Officers and Chapters |
| 9. Building Your Team for the Zombie Apocalypse | 17. Motivating Youth |
| 9. Camp Promotion | 8. National Council of Chiefs (NCOC) |
| 9. Capturing a Vision for the Lodge | 17. Officers 101: Working Effectively with Advisers |
| 10. Communications | 16. Patch Design and Collecting |
| 10. Conservation and Ecology | 8. PILOT Academy |
| 10. Creating, Maintaining, and Improving Lodge Traditions | 16. Planning, Backdating, and the Gantt Chart |
| 11. Delegation | 16. Presenting the New LLD |
| 11. Destiny Calling: Scouting and Beyond | 15. Recapturing the Vision of the Founders |
| 11. Discerning Your Destiny: The Patch to Success | 14. Recapturing Your Lodge's History |
| 11. Duct Tape Leadership | 14. Relationships Beyond the Lodge |
| 11. Everyday Leadership | 15. Retention of New Members, Older Youth, and Adults |
| 12. Go From Storming to High Performing: Putting Out Fires Before They Spread | 15. Section Conclave |
| 11. Having a Summer Camp Presence | 7. Signature Session |
| 12. How to Have an Effective Chapter Meeting | 15. Small Lodge Administration |
| 10. Inductions 101- For Current Brotherhood and/or Vigil Members | 12. So You Want to Be a Lodge Officer? |
| 12. Inspired to Lead and Serve | 12. STEM 1.0 |
| 9. Is College in my Future | 12. STEM 2.0 |
| 13. It's More than a Position | 13. Success Seekers: Large Lodges |
| 13. Large Lodge Administration | 13. Success Seekers: Medium Lodges |
| 7. Leadership Workshops | 13. Success Seekers: Small Lodges |
| 14. Leading the Chapter to Success | 13. Supporting the Troop Program |
| 14. Life Beyond the Lodge: Section, Region, National Operations | 13. Sustainability |
| 14. Lodge 101 | 13. Team Development |
| 15. Lodge 102 | 13. Technology for the New Century |
| 16. Lodge Administration 101 | 10. Training the Next Generation |
| | 10. Traits of High Performing Lodge and Chapter Officers |
| | 8. Unit Elections |

Activities and Recreation (ARC)18

- | | |
|------------------------------|-----------------------------------|
| 19. 4x10 Run | 20. 200 Meter Run |
| 19. 5K Brotherhood Run/Walk | 20. 400 Meter Run |
| 20. 10K Brotherhood Run/Walk | 18. Basketball- (Youth <21 Teams) |
| 20. 50 Meter Run | 21. Competition Referee |
| 20. 100 Meter Run | 18. Epic Lip Sync Battle |

NOAC 2018

Program Guide

- 20. Epic Lip Sync Battle
- 18. Flag Football
- 19. Goodman Open Golf
- 19. Jeopardy
- 19. Jeopardy
- 20. Kingpin Bowling
- 18. Lodge Ball Tournament
- 20. Log Rolling
- 20. Long Jump
- 18. Mascot Olympics
- 18. NOAC "Has Talent"
- 19. NOAC "Has Talent"
- 19. NOAC's "Amazing Race"

- 19. NOAC's "Escape Room"
- 21. Swimming- 4x10 Individual Medley (Free Style, Back, Breast and Butterfly)
- 20. Swimming- 50 Butterfly
- 21. Swimming- 50 Meter Backstroke
- 21. Swimming- 50 Meter Breaststroke
- 20. Swimming- 50 Meter Free Style
- 21. Swimming- 100 Meter Backstroke
- 21. Swimming- 100 Meter Breaststroke
- 21. Swimming- 100 Meter Butterfly
- 20. Swimming- 100 Meter Free Style
- 18. Ultimate Frisbee
- 18. Volleyball

American Indian Activities (AIA)22

- 25. American Indian Activates in Scouting, Lodge Dance Teams, American Indian Seminar, and Powwows
- 30. American Indian Games
- 30. Applique (Fabric)
- 27. Applique Stitch Beadwork
- 28. Bustle Construction
- 32. Craft Competition
- 32. Craft Competition
- 22. Eastern Woodlands, Northeast (Iroquois), Southeast (Siminole)
- 28. Fan Construction
- 30. Fancy Dance Competition
- 23. Fancy Dance Overview
- 29. Finger Weaving (Yam)
- 27. Gourd Stitch Beadwork
- 30. Grass Dance Competition
- 23. Grass Dance Overview
- 28. Hairpipe & Beads
- 26. Heddle Loom Beadwork and Computer Beadwork Design
- 31. Historical Group Dance Competition
- 26. Inexpensive Ceremonial Clothing
- 25. Inexpensive Dance Clothing

- 27. Lane Stitch Beadwork
- 26. Loom Beadwork
- 25. Moccasins Style and Construction
- 22. Northern Plains
- 32. Northern Singing Competition
- 24. Northern & Southern Ladies Dance Clothing
- 23. OA and American Indian Relations
- 30. Old Time Sioux Dance Competition
- 24. Old Time Sioux Overview
- 25. Plains American Indian Music- Northern & Southern Singing
- 29. Porcupine Roaches
- 31. Powwow Exhibition Team Dance Competition
- 24. Prairie Chicken Dance Overview
- 29. Sewing Techniques for Dancing Clothing
- 23. Southern & Prairie Plains
- 32. Southern Singing Competition
- 31. Straight Dance Competition
- 24. Straight Dance Overview
- 26. Suit Up for Ceremonies
- 31. The Prairie Chicken Dance Competition
- 31. Traditional Dance Competition
- 24. Traditional Dance Overview
- 28. Working with Feathers

Inductions and Ceremonial Events (ICE)33

- 33. Beyond the Triangle
- 39. Brotherhood Ceremony Evaluations

- 33. Brotherhood: The Legend Continues
- 33. Brotherhood: The Tale of Uncas

NOAC 2018

Program Guide

33. Ceremonies Advising	36. Managing Ordeal Inductions
34. Evaluating Ceremonies	38. National Induction Forum
39. Exemplar Brotherhood Ceremony Viewing Session	36. Or-Deal, The Card Game
39. Exemplar Evaluations	39. Pre-Ordeal Ceremony Evaluations
38. Exemplar Pre-Ordeal Ceremony Viewing Session	36. Seeking the Vision: Allowat Sakima
34. Ignite the Spark	37. Seeking the Vision: Kichkinet
34. Ignite the Spark: Symposium	37. Seeking the Vision: Meteu
35. Individual and Team Coaching	37. Seeking the Vision: Nutiket
35. Inductions Advising	33. Session
35. Inductions Chief/Chairman	38. The Ceremonial Time Machine
36. Inductions Junction	38. The Journey to Brotherhood
35. Inside the Ordeal Ceremony	38. The Nuts and Bolts of Your Ceremonial Team
35. Inside the Pre-Ordeal Ceremony	38. Training Elangomats
35. Introduction to Ceremonies	40. Vigil Ceremony Evaluations
36. Managing Brotherhood Inductions	

Historical Group Dance41

41. Historical Group Dance Teams	43. Historical Group Dance Judging Criteria
41. Acceptable Historical Group Dances	45. Recognition and Awards
42. Rules Concerning Dance Clothes	45. Important Notes
42. Historical Group Dance Registration Procedures	

Powwow Exhibition Team Dance46

46. Teams	48. Lodge Team Dance (Powwow Exhibition Team Dance) Judging Criteria
46. Acceptable Dances	49. Recognition and Awards
47. Rules Concerning Attire	49. Important Notes
47. Lodge Team Dance (Powwow Exhibition Team Dance) Registration Procedures	

Northern and Southern Singing Competitions51

51. Acceptable Songs	52. Judging Criteria
51. Rules Concerning Attire	53. Recognition and Awards
52. Registration Procedures	53. Contact

Arts and Craft Competition54

54. Rules and Guidelines

Individual Dance Competition.....56

56. Guidelines	57. Notes
----------------	-----------

AIA Clothing Coaching Sessions58

58. Purpose	59. Chicken Dance
-------------	-------------------

Sessions are identified as appropriate for youth, adults or both. Each session is also categorized by level of instruction. These categories are meant to assist you in the process of selecting a topic and are only recommendations.

- Basic – appropriate for all Arrowmen
- Intermediate – some prior knowledge of topic recommended
- Advanced – strong understanding of topic recommended

TRAINING

Session	Intended Audience	Level	Description
Leadership Workshops	Youth & Adult Contingent Members	Basic	An opportunity for Arrowmen to get further information about Servant Leadership.
Signature Session	Youth & Adult Contingent Members	Basic	

TRAINING

Session	Intended Audience	Level	Description
PILOT Academy	Youth & Adult Contingent Members	Intermediate	This special NOAC program is limited to only three Arrowmen (Lodge Chief, another youth, and the Lodge Adviser or designee) from each lodge. Participants in the Pilot Academy program will be grouped into small teams with other lodge leaders and go on a journey into the practices of Exemplary Leadership; self-reflecting on their own leadership, learning what it takes to become an exemplary leader, and sharing best practices and learning from each other. The Pilot Academy will be an immersive, engaging, interactive, non-classroom, and fun-filled leadership challenge unlike any other. Participants will chart not only their own destiny, but also the destiny of their lodge and ultimately our Order.
National Council of Chiefs (NCOC)	Youth and Adult	Intermediate	
Unit Elections	Youth and Adult	Intermediate	Unit Elections are a critical stage in the Order's induction process. National programs such as SURGE for LDS units, Link, and #ChooseOA work to address this issue and serve as resources for Lodges to utilize.
Accessibility in the OA	Youth and Adult	Basic	The membership of the Order of the Arrow is diverse in many ways. How can lodges address issues related to disabilities, gender, race, income, and other characteristics of our membership?
Adulting 101: Youth to Adult Transition	Adult	Basic	The OA has distinctly different roles for youth and adult members. Learning how to adapt to your new role will ensure a great experience for you and contribute to the success of the OA.

TRAINING

Session	Intended Audience	Level	Description
Advisers Roundtable	Adult	Advanced	Sometimes the best way to learn is through the exchange of ideas. No two Lodges do things the same way, and this Roundtable provides Advisers an opportunity to discuss how to approach challenging situations.
Advising 101: Working Effectively with Youth	Adult	Basic	Advisers need to know how to help a youth develop HIS OWN vision, rather than helping the youth develop the Adviser's vision. It's important to advising change styles based on the youth, and developing a relationship is the most important things.
Is College in my Future	Youth and Adult	Basic	The college transition can be challenging for some Arrowmen. Learn the ins and outs of applications, decisions, and transitions so you can be a successful college student.
Building Your Team for the Zombie Apocalypse	Youth and Adult	Intermediate	Lodges and chapters face many challenges, and this cell will enable Lodge and Chapter leaders to recognize skills in others, pull out that potential, and build teams to lead in the face of any challenge.
Camp Promotion	Youth and Adult	Basic	The Order of the Arrow is a band of Honor Campers, and camping is at the core of our Order. It is our obligation to help units achieve success in their camping experience, but how do we do it?
Capturing a Vision for the Lodge	Youth and Adult	Basic	For every leader to be successful, they need to develop a vision that can be shared with the lodge. Being able to capture this through your passions is essential; being able to pass this vision to others is the heart of leadership.

TRAINING

Session	Intended Audience	Level	Description
Communications	Youth and Adult	Basic	Communication is a key to success in any situation. Whether online, with social media, or through OA Troop Representative, the use of timely and compelling communication is a skill lodges need to pursue a successful program.
Traits of High Performing Lodge and Chapter Officers	Youth and Adult	Intermediate	Leaders often have defining characteristics that make them successful in their roles. Explore what it means to be confident without being overbearing, staying true to yourself while serving others.
Training the Next Generation	Youth and Adult	Intermediate	We all know the great trainers of today. There comes a time when the torch needs to be passed from them to the next generation of great trainers.
Inductions 101- For Current Brotherhood and/or Vigil Members	Youth and Adult	Basic	Open to Brotherhood and Vigil members only. There are always ways to improve the induction process for your Lodge. You could put on a better Ordeal weekend or create a more meaningful Brotherhood experience for you members. The more you improve this process, the more likely it is for your members to stay active for years to come.
Conservation and Ecology	Youth and Adult	Basic	We who love the woods and camping care deeply about nature. Explore the connection between the BSA and the environment, while learning about large and small scale conservation projects and how to protect the environment closer to home.
Creating, Maintaining, and Improving Lodge Traditions	Youth and Adult	Basic	Traditions can be have both positive and negative impacts on Lodge operations. It is important to recognize those traditions that help ensure the success of a lodge and those that hold a Lodge back from success.

TRAINING

Session	Intended Audience	Level	Description
Delegation	Youth and Adult	Intermediate	You cannot do everything yourself. It is important that Arrowmen know when and how to share responsibilities with others in order to accomplish challenging tasks in the Lodge and in life.
Destiny Calling: Scouting and Beyond	Youth and Adult	Basic	While scouting is a wonderful organization, there comes a point where every Arrowman will need to build a life outside of it. The life that you build is based on the things that you do and the decisions that you make
Discerning Your Destiny: The Patch to Success	Youth and Adult	Intermediate	Every Arrowman has the ability to decide their destiny within the Order of the Arrow. To go down your own path, it's important to realize your passions, abilities, and what you truly want.
Duct Tape Leadership	Youth and Adult	Intermediate	This training cell is designed to show goal setting in a fun and creative way using a duct tape demonstration. It's set to show the importance of SMART goals and enable the participants to use them.
Everyday Leadership	Youth and Adult	Basic	Leaders don't have to change the whole world to be considered great. Many leaders think that their impacts are small and meaningless, but in reality, they change the world for those impacted. Scouting teaches us how to be the leaders that we want to see in the world. How can these lessons learned in Scouting translate to your everyday life?
Having a Summer Camp Presence	Youth and Adult	Basic	The OA was founded as an Order of honored campers at a summer camp. The untapped potential within our camps to honor, serve, and gain new members is astounding. Building a good relationship with the camp benefits the camp, the Scouts, and the order.

TRAINING

Session	Intended Audience	Level	Description
Go From Storming to High Performing: Putting Out Fires Before They Spread	Youth and Adult	Intermediate	Putting out fires is not always easy to do, especially if they are allowed to spread. A fire can be anything from a sticky situation that involves a whole Lodge or groups within a Lodge, to a personal issue with a brother. It is import that Arrowmen know how to handle these issues when they arise, along with being able to handle difficult people and make hard choices.
How to Have an Effective Chapter Meeting	Youth and Adult	Intermediate	Chapter meetings can be an Arrowman's make or break point. Developing a good balance of fun and productive activities that benefit members is a key to building up successful chapter meetings.
Inspired to Lead and Serve	Youth and Adult	Basic	Those who chose you need you. You were selected by your fellow Scouts to join. Scouting's national honor society. Now it's time to give back and become a servant leader.
STEM 1.0	Youth and Adult	Intermediate	Science, Technology, Engineering, and Math. STEM is an important field that many Arrowmen are interested in knowing more about, so we offer two different cells on the topic. Keep up to date with one of the fastest growing fields in our world.
So You Want to Be a Lodge Officer?	Youth	Basic	Being a Lodge Officer is a great honor bestowed by your Lodge. Having dedication and vision prior to taking the helm is crucial. Carrying out your vision and leaving the lodge better than you found it helps define you as an Officer.
STEM 2.0	Youth and Adult	Intermediate	Science, Technology, Engineering, and Math. STEM is an important field that many Arrowmen are interested in knowing more about, so we offer two different cells on the topic. Keep up to date with one of the fastest growing fields in our world.

TRAINING

Session	Intended Audience	Level	Description
Success Seekers: Large Lodges	Youth and Adult	Basic	Best practices and solutions proposed and presented by and for large lodges.
Success Seekers: Medium Lodges	Youth and Adult	Basic	Best practices and solutions proposed and presented by and for medium-sized lodges.
Success Seekers: Small Lodges	Youth and Adult	Basic	Best practices and solutions proposed and presented by and for small lodges.
Supporting the Troop Program	Youth and Adult	Basic	The OA is there to serve the Troop. OA Troop Representatives are the liaisons between the lodge and the Troop that promote the lodge as well as support the Troop program.
Sustainability	Youth and Adult	Basic	Planning for the future is essential. We are doing our part here at NOAC, but bringing sustainability back home will have an even larger impact on our nation.
Team Development	Youth and Adult	Intermediate	For teams to thrive, they must have a common purpose. Everyone must have role in a successful team, and it's important to be able to find the right guys. Nobody is perfect, but team development is about working with the best you've got.
Technology for the New Century	Youth and Adult	Intermediate	Technology changes rapidly. Learning how to harness and use that technology will keep your lodge up to date with our evolving world.
It's More than a Position	Youth and Adult	Basic	Every person has a role to play, regardless of their position. The chapter chief is as important, if not more important than the national chief. It's more than just the position though, everyone has the potential to make a change no matter where they serve.
Large Lodge Administration	Youth and Adult	Intermediate	Large lodges have different challenges than other lodges. Arrowmen will learn how to effectively run a large lodge and address the challenges that they face.

TRAINING

Session	Intended Audience	Level	Description
Leading the Chapter to Success	Youth	Basic	Chapters are the lifeblood of the Lodge, and Chapter Chiefs have the opportunity to help their chapter flourish. Being a Chapter Chief is a hands-on activity that requires effort. Having good communications, relationships, and meetings are crucial.
Life Beyond the Lodge: Section, Region, National Operations	Youth and Adult	Intermediate	Everyone is involved on a local level, but often the section, region, and national operations can be misunderstood and mysterious. In this cell we explore what really happens on this level and discuss the national programs that take place.
Lodge 101	Youth and Adult	Basic	A key aspect of a well functioning Lodge is the ability to keep youth active, so we need fun, challenging, and meaningful activities for them to do. Lodge competitions keep people engaged in fun fellowship. Event planning is key to provide quality program. Meaningful service is the key to our Order.
Recapturing Your Lodge's History	Youth and Adult	Basic	Recapturing the history of your Lodge is a great way to show where your Lodge has come from. This could mean creating a Lodge history book, keeping a collection of all your Lodge memorabilia, or something completely different altogether. Whichever it may be, it is always important to keep track of and remember your Lodge's roots.
Relationships Beyond the Lodge	Youth and Adult	Basic	Good relationships between the Lodge and the Council, units, and key leaders such as Scout Executives, District Commissioners, and Scoutmasters, are vital to the success of the Lodge program.

TRAINING

Session	Intended Audience	Level	Description
Retention of New Members, Older Youth, and Adults	Youth and Adult	Intermediate	Many lodges face problems with membership retention. New members, older youth, and adults each pose unique challenges that can be addressed through knowing the territory and addressing each one specifically.
Recapturing the Vision of the Founders	Youth and Adult	Basic	Each generation must recapture the visions of the founders to avoid straying from the Order's true meaning and traditions. This training cell will address the basic principles upon which the OA was founded, discuss the lives of the founders, and explore how their vision of the Order came about.
Section Conclave	Youth and Adult	Basic	The Conclave is a gathering of the Lodges within a Section. This training cell will go over what is needed to plan a Section Conclave from shows and newsletters to activities and budgeting the event and more.
Small Lodge Administration	Youth and Adult	Intermediate	Small lodges have different challenges than other lodges. Arrowmen will learn how to effectively run a small lodge and address the unique challenges that they face.
Lodge 102	Youth and Adult	Basic	Youth are the leaders of the Order, and it is important that youth choose the officers who lead their Chapters and Lodges. Whether they are planning fellowships, banquets, or conclaves, dedicated youth leaders can make events exciting by re-infusing life into them.

TRAINING

Session	Intended Audience	Level	Description
Lodge Administration 101	Youth and Adult	Intermediate	With the development of any large organization, administration naturally follows. Knowing how to operate and maintain your Lodge using tools like Lodgemaster, developing smooth methods for event registration, and paying attention to detail can greatly benefit the experience of your lodge membership.
Patch Design and Collecting	Youth and Adult	Basic	Patch collecting has grown in recent years with the explosion of huge sets for events compared to the past. How are patches designed and manufactured? What kinds of ethical guidelines apply when trading patches? What can you collect?
Medium Lodge Administration	Youth and Adult	Intermediate	Medium-sized lodges have different challenges than other lodges. Arrowmen will learn how to effectively run a medium-sized lodge and address the challenges that they face.
Planning, Backdating, and the Gantt Chart	Youth and Adult	Basic	Every event has hours of planning that participants never see. Pulling off successful events by utilizing tools such as backdating and the Gantt chart is a critical leadership skill.
Merchandising and Running a Trading Post	Youth and Adult	Intermediate	Finance is one of the most overlooked yet essential skills in the Order of the Arrow, but it is essential for the trading post. Merchandising and running a trading post is an important fundraising system for every lodge.
Presenting the New LLD	Youth and Adult	Intermediate	A new LLD program was developed in 2017 to be utilized in Lodges across the nation. This course is designed to roll out the brand new LLD and show you how to use it effectively.

TRAINING

Session	Intended Audience	Level	Description
Motivating Advisers	Adult	Basic	The youth are the leaders of the OA, but the advisers are there to guide and support them. Finding and motivating adults to do this will reap benefits for the lodge.
Officers 101: Working Effectively with Advisers	Youth	Basic	Each Adviser is different, and it's important to know how to communicate in a way they will listen. It's important to know that a good Adviser will help you develop YOUR vision. A less skilled Adviser tries to help you develop HIS vision; how can you work around that?
Motivating Officers and Chapters	Youth and Adult	Intermediate	Confident and engaged youth are a critical key to a successful lodge. Motivating them will give them that confidence to achieve the goals of the lodge.
Motivating Youth	Adult	Basic	The OA is a youth run and operated organization. Motivating the youth membership is the key to keeping them involved in the OA for years to come.

ACTIVITIES AND RECREATION (ARC)

Session	Intended Audience	Level	Description
NOAC "Has Talent"	Youth and Adult	Basic	Have a unique talent? Come show it off in the classic talent show. We will provide a microphone and sound system. Anything else will need to be brought. Rules will be emailed prior to NOAC. All talents will need to be approved prior to arrival at NOAC. This will be individual / group and will be open to all ages.
Mascot Olympics	Youth	Intermediate	Come dressed up as your lodge mascot and be prepared for 6 events. Only 1 entry per Lodge. Open to attendees under the age of 21.
Volleyball	Youth	Intermediate	This is a Single Elimination Tournament - Who will be the 2018 National Champion? All participants must be under the age of 21. Lodges can register more than 1 team.
Flag Football	Youth	Intermediate	This is Single Elimination Tournament - Who will be the 2018 National Champion? All participants must be under the age of 21. Lodges can register more than 1 team.
Lodge Ball Tournament	Youth	Intermediate	Lodge Ball Single Elimination Tournament - Who will be the 2018 National Champion? All participants must be under the age of 21. Lodges can register more than 1 team.
Ultimate Frisbee	Youth	Intermediate	This is a Single Elimination Tournament - Who will be the 2018 National Champion? All participants must be under the age of 21. Lodges can register more than 1 team.
Basketball- (Youth <21 Teams)	Youth	Intermediate	This is a Single Elimination Tournament - Who will be the 2018 National Champion? All participants must be under the age of 21. Lodges can register more than 1 team.
Epic Lip Sync Battle	Youth and Adult	Basic	Grab a mic and go for it.... Rules will be sent to participants prior to NOAC. This will be an individual or group competition. This is OPEN to all ages.

ACTIVITIES AND RECREATION (ARC)

Session	Intended Audience	Level	Description
NOAC's "Amazing Race"	Youth	Intermediate	Grab a partner and prepare to Race around the conference. Can you survive.....or will you be eliminated.
Jeopardy	Youth	Intermediate	This is a Single Elimination Tournament - Who will be the 2018 National Champion? All participants must be under the age of 21. Lodges can register more than 1 team.
4x10 Run	Adult	Intermediate	Join us at the Billy Hayes Track. There will be 3 divisions - Under 18 and 18 to 21 and 21+ Lodges can enter more than 1 team.
NOAC's "Escape Room"	Youth	Intermediate	Bring your team of 4-10 lodge members to the NOAC Escape Room Experience. You will need to solve a mystery by deciphering clues to help you unlock various puzzles. These clues and puzzles lead you to crack the story. Must be under 21 to participate. Lodges can register more than 1 team.
NOAC "Has Talent"	Youth and Adult	Basic	Have a unique talent? Come show it off in the classic talent show. We will provide a microphone and sound system. Anything else will need to be brought. Rules will be emailed prior to NOAC. All talents will need to be approved prior to arrival at NOAC. This will be individual / group and will be open to all ages.
Jeopardy	Youth	Intermediate	This is a Single Elimination Tournament - Who will be the 2018 National Champion? All participants must be under the age of 21.
Goodman Open Golf	Youth and Adult	Basic	2018 Goodman Open Golf Tournament. Space is limited to 132 participants. The course has a limited number of clubs available to rent on a 1st come basis. It is highly encouraged that you bring your own clubs.
5K Brotherhood Run/Walk	Youth and Adult	Intermediate	Come join in our 5K Brotherhood Run / Walk around the campus. We will have 4 divisions: Under 18, 18 to 21, 21+ female & 21+ male

ACTIVITIES AND RECREATION (ARC)

Session	Intended Audience	Level	Description
10K Brotherhood Run/Walk	Youth and Adult	Intermediate	Come join in our 10K Brotherhood Run / Walk around the campus. We will have 4 divisions: Under 18, 18 to 21, 21+ female & 21+ male
Epic Lip Sync Battle	Youth and Adult	Basic	Grab a mic and go for it.... Rules will be sent to participants prior to NOAC. This will be an individual or group competition. This is OPEN to all ages.
Kingpin Bowling	Youth and Adult	Basic	Come out and lace up your shoes, pick your favorite ball and bowl away. Rules will be determined once registration closes and will be emailed to all participants. There will be 3 divisions - under 18, 18 to 21 and 21+
Log Rolling	Youth	Intermediate	This event will be done in the pool. Open to participants under the age of 21.
50 Meter Run	Youth	Intermediate	Join us at the Billy Hayes Track. There will be 2 divisions - Under 18 and 18 to 21.
100 Meter Run	Youth	Intermediate	Join us at the Billy Hayes Track. There will be 2 divisions - Under 18 and 18 to 21.
200 Meter Run	Youth	Intermediate	Join us at the Billy Hayes Track. There will be 2 divisions - Under 18 and 18 to 21.
400 Meter Run	Youth	Intermediate	Join us at the Billy Hayes Track. There will be 2 divisions - Under 18 and 18 to 21.
Long Jump	Youth	Intermediate	Join us at the Billy Hayes Track. There will be 2 divisions - Under 18 and 18 to 21.
Swimming- 50 Meter Free Style	Youth	Intermediate	Jump in the pool and see how fast you are. There are 2 divisions - under 18 and 18 to 21.
Swimming- 100 Meter Free Style	Youth	Intermediate	Jump in the pool and see how fast you are. There are 2 divisions - under 18 and 18 to 21.
Swimming- 50 Butterfly	Youth	Intermediate	Jump in the pool and see how fast you are. There are 2 divisions - under 18 and 18 to 21.

ACTIVITIES AND RECREATION (ARC)

Session	Intended Audience	Level	Description
Swimming- 100 Meter Butterfly	Youth	Intermediate	Jump in the pool and see how fast you are. There are 2 divisions - under 18 and 18 to 21.
Swimming- 50 Meter Breaststroke	Youth	Intermediate	Jump in the pool and see how fast you are. There are 2 divisions - under 18 and 18 to 21.
Swimming- 100 Meter Breaststroke	Youth	Intermediate	Jump in the pool and see how fast you are. There are 2 divisions - under 18 and 18 to 21.
Swimming- 50 Meter Backstroke	Youth	Intermediate	Jump in the pool and see how fast you are. There are 2 divisions - under 18 and 18 to 21.
Swimming- 100 Meter Backstroke	Youth	Intermediate	Jump in the pool and see how fast you are. There are 2 divisions - under 18 and 18 to 21.
Swimming- 4x10 Individual Medley (Free Style, Back, Breast and Butterfly)	Youth	Intermediate	Jump in the pool and see how fast you are. There are 2 divisions - under 18 and 18 to 21.
Competition Referee	Adult	Intermediate	Donate 4 hours and help the Activities and recreation Committee referee our many competitions. We will give you a whistle and a SPECIAL EDITION thank you patch for helping out. Must be 21+ to Participate.

AMERICAN INDIAN ACTIVITIES (AIA)

Session	Intended Audience	Level	Description
Eastern Woodlands, Northeast (Iroquois), Southeast (Seminole)	Youth and Adult	Basic	Emphasis will be on the regional costumes of the Eastern United States using traditional clothing of the Iroquois and Seminole people as examples. Topics covered will include participation in a variety of research methods using technology and other resources to develop costuming for the ceremonial principals of the Order of the Arrow. Experienced staff discuss ideas for costume construction including imaginative and innovative use of alternative materials to construct durable and inexpensive ceremonial costumes; costume maintenance, care and how to store costume pieces.
Northern Plains	Youth and Adult	Basic	Emphasis will be on the regional costumes of the North and Central Plains using traditional clothing of the Plateau and Lakota people as examples. Topics covered will include participation in a variety of research methods using technology and other resources to develop costuming for the ceremonial principals of the Order of the Arrow. Experienced staff will present costumed models and discuss ideas for costume construction including imaginative and innovative use of alternative materials to construct durable and inexpensive ceremonial costumes; costume maintenance, care and how to store costume pieces.

AMERICAN INDIAN ACTIVITIES (AIA)

Session	Intended Audience	Level	Description
Southern & Prairie Plains	Youth and Adult	Basic	Emphasis will be on the regional costumes of the Prairie and Southern Plains using traditional clothing of the Comanche and Osage, Otoe, and Meshkwakie people as examples. Topics covered will include participation in a variety of research methods using technology and other resources to develop costuming for the ceremonial principals of the Order of the Arrow. Experienced staff will present costumed models and discuss ideas for costume construction including imaginative and innovative use of alternative materials to construct durable and inexpensive ceremonial costumes; costume maintenance, care and how to store costume pieces. Please note: Classes are offered in the afternoon in eight geographical
OA and American Indian Relations	Adult	Basic	A class for adults who are serving or want to serve as American Indian Advisors in the OA. Topics to include aims and methods of scouting in the American Indian Program, Cultural Sensitivity and more.. Be sure to check out afternoon sessions " Craft Skills every advisor should know.
Fancy Dance Overview	Youth and Adult	Basic	An overview on the Fancy Dance Style. This training will include a brief history of the style, a discussion on the dance clothes for this style, modern powwow trends, and an interactive demonstration of the dance style.
Grass Dance Overview	Youth and Adult	Basic	An overview on the Grass Dance Style. This training will include a brief history of the style, a discussion on the dance clothes for this style, modern powwow trends, and an interactive demonstration of the dance style.

AMERICAN INDIAN ACTIVITIES (AIA)

Session	Intended Audience	Level	Description
Old Time Sioux Overview	Youth and Adult	Basic	An overview on the Old Time Sioux Dance Style. This training will include a brief history of the style, a discussion on the dance clothes for this style, and an interactive demonstration of the dance style.
Prairie Chicken Dance Overview	Youth and Adult	Basic	An overview on the Prairie Chicken Dance Style. This training will include a brief history of the style, a discussion on the dance clothes for this style, modern powwow trends, and an interactive demonstration of the dance style.
Traditional Dance Overview	Youth and Adult	Basic	An overview on the Northern Traditional Dance Style. This training will include a brief history of the style, a discussion on the dance clothes for this style, modern powwow trends, and an interactive demonstration of the dance style.
Straight Dance Overview	Youth and Adult	Basic	An overview on the Southern Straight Dance Style. This training will include a brief history of the style, a discussion on the dance clothes for this style, modern powwow trends, and an interactive demonstration of the dance style.
Northern & Southern Ladies Dance Clothing	Youth and Adult	Basic	An overview on the dance clothes for all ladies dance styles, both Northern and Southern. Discussion topics include cloth dresses, buckskin dresses, fancy shawl dresses, and jingle dresses as well as different accessories such as breastplates, earrings, fans, purses, hard sole moccasins, leggings, hair ornaments, and boots.

AMERICAN INDIAN ACTIVITIES (AIA)

Session	Intended Audience	Level	Description
American Indian Activates in Scouting, Lodge Dance Teams, American Indian Seminar, and Powwows	Youth and Adult	Basic	This class discusses correctly integrating American Indian activities into your local chapter, lodge, or section. AIA seminars are a great way to share information and bring in experts on different dance styles and crafting techniques. Here, you can learn how to organize one of these seminars as well as how to find and use various resources to support this program. It is important to discuss powwow etiquette and the “Do’s and Don’ts” around a pow-wow arena. This class will allow Arrowmen to appreciate the ever-evolving American Indian which is celebrated at pow-wows.
Plains American Indian Music- Northern & Southern Singing	Youth and Adult	Basic	This class focuses on the basic fundamentals and structure of both Northern and Southern Style Pow-wow singing and drumming techniques. Proper etiquette at the drum and history of this singing will be discussed as well.
Moccasins Style and Construction	Youth and Adult	Basic	This class focuses on how to properly construct and decorate Plains moccasins, specifically Sioux and Cheyenne style moccasins.
Inexpensive Dance Clothing	Youth and Adult	Basic	This class will describe and discuss how to build, all of the various parts needed to create modern men’s dance clothes for all styles using substitute and imitation materials that are readily available, and for the most part inexpensive. This method will show the participant how to make a proper and complete set of dance clothes quickly, so they can bring themselves into the dance circle/arena to learn and participate in the dance and powwows. Part of this class will be dedicated to building an inexpensive bustle as well.

AMERICAN INDIAN ACTIVITIES (AIA)

Session	Intended Audience	Level	Description
Inexpensive Ceremonial Clothing	Youth and Adult	Basic	This session will provide an overview of the suggested clothing for the four principal ceremonial characters. Examples of clothing will be provided from this region of the country for examination and discussion.
Heddle Loom Beadwork and Computer Beadwork Design	Youth and Adult	Basic	An introduction to the technique, mechanics, and history of Heddle Loom beadwork. This class will compare and contrast these techniques with regular Loom beadwork. Furthermore, we will look at how to use modern technology to design beadwork patterns for not only loom beadwork, but all beadwork projects.
Suit Up for Ceremonies	Adult	Basic	This session will expand the knowledge of adult ceremonial team adults in how to do research on the historical clothing of the American Indian by geographic region. The program will further instruct the participants in the federal and regional laws concerning endangered and protected species. It will review Order of The Arrow health and safety regulations when engaged as ceremonialists. The third part of the program will discuss techniques of how to repair, clean, store and care for costuming to better preserve the integrity of these valuable costumes.
Loom Beadwork	Youth and Adult	Basic	A hands-on craft workshop where Arrowmen can receive instruction on loom beadwork, producing flat strips of beadwork. Arrowmen will be able to work on a small loom beadwork project to take home, such as a beaded OA ribbon for their uniforms. Arrowmen can stay as long or as short as they want to learn the technique, create multiple projects, or to visit other craft workshops.

AMERICAN INDIAN ACTIVITIES (AIA)

Session	Intended Audience	Level	Description
Lane Stitch Beadwork	Youth and Adult	Basic	A hands-on craft workshop where Arrowmen can receive instruction on lane stitch (also called lazy stitch) beadwork which is beading done directly on flat material for projects such as moccasins, cuffs, vests, etc. Arrowmen will be able to work on a small beaded pouch to take home. Arrowmen can stay as long or as short as they want to learn the technique, create multiple projects, or to visit other craft workshops.
Gourd Stitch Beadwork	Youth and Adult	Basic	A hands-on craft workshop where Arrowmen can receive instruction on gourd stitch beadwork, which is beadwork done on rounded objects. Arrowmen will be able to work on a small gourd stitch project such as a beaded neckerchief slide to take home. Arrowmen can stay as long or as short as they want to learn the technique, create multiple projects, or to visit other craft workshops.
Applique Stitch Beadwork	Youth and Adult	Basic	A hands-on craft workshop with an overview of appliqué beadwork (spot stitch) with explanation of uses by various cultural areas. Appliqué beadwork is a style of beadwork in which you apply beads to a certain material to create unique patterns using different shapes. Will include a demonstration of different appliqué beadwork techniques. Arrowmen will be able to work on a small applique beadwork project to take home. Arrowmen can stay as long or as short as they want to learn the technique, create multiple projects, or to visit other craft workshops.

AMERICAN INDIAN ACTIVITIES (AIA)

Session	Intended Audience	Level	Description
Hairpipe & Beads	Youth and Adult	Basic	A hands-on craft workshop where Arrowmen can learn how to assemble chokers, bandoliers, etc. Arrowmen will be able to work on a small project to take home. Arrowmen can stay as long or as short as they want to learn the technique, create multiple projects, or to visit other craft workshops.
Working with Feathers	Youth and Adult	Basic	A hands-on craft workshop where Arrowmen can learn how to straighten feathers and how to prepare them to make a bonnet and other featherwork projects. Arrowmen will be able to work on a small featherwork project to take home. Arrowmen can stay as long or as short as they want to learn the technique, create multiple projects, or to visit other craft workshops.
Bustle Construction	Youth and Adult	Basic	A demonstration class focused on bustle construction for dancers. This training will primarily talk about the featherwork techniques behind any dancer's bustle construction, including the differences between various bustle types. Arrowmen can stay as long or as short as they want to learn the technique or to visit other craft workshops.
Fan Construction	Youth and Adult	Basic	A demonstration class covering the construction of different fans used by dancers. Flat fans, wing fans, lose fans, and other leatherworking techniques will be discussed. We will look at the different construction techniques, materials, and steps involved in each of these different types of fans. Arrowmen can stay as long or as short as they want to learn the technique or to visit other craft workshops.

AMERICAN INDIAN ACTIVITIES (AIA)

Session	Intended Audience	Level	Description
Finger Weaving (Yam)	Youth and Adult	Basic	A hands-on craft workshop where Arrowmen can learn how to do finger weaving. Finger Weaving is a craft that uses yarn to make items such as sashes and garter sets. Arrowmen will be able to work on a small finger weaving project to take home. Arrowmen can stay as long or as short as they want to learn the technique, create multiple projects, or to visit other craft workshops.
Porcupine Roaches	Youth and Adult	Basic	A demonstration class on porcupine hair roaches, a common headdress used by all styles of men's dance, and the construction steps and techniques in making one. Arrowmen can stay as long or as short as they want to learn the technique, or to visit other craft workshops.
Sewing Techniques for Dancing Clothing	Youth and Adult	Basic	Different sewing techniques are an integral part of making any set of dance or ceremony clothes. This class focuses on two main topics: ribbon shirts and satin applique. There will be discussion on the construction steps and techniques for making a ribbon shirt as well as how to use satin applique to make a tremendous set of clothes. Different colors and designs will be discussed as well. Arrowmen can stay as long or as short as they want to learn the technique or to visit other craft workshops.

AMERICAN INDIAN ACTIVITIES (AIA)

Session	Intended Audience	Level	Description
Applique (Fabric)	Youth and Adult	Basic	A hands-on craft workshop on fabric applique which is being used on many dance outfits today. Cloth applique is a process where pieces of fabric are sewn onto another piece of fabric, creating a variety of designs. Different materials and sewing techniques will be discussed as well. Arrowmen will be able to work on a small applique project to take home. Arrowmen can stay as long or as short as they want to learn the technique, create multiple projects, or to visit other craft workshops.
American Indian Games	Youth and Adult	Basic	The session will be a hands-on, activity oriented lecture/demonstration class of simple, easy to construct, games and toys that can be used in Indian Lore classes, summer camp settings, Conclaves etc. Arrowmen can stay as long or as short as they want to learn the technique or to visit other craft workshops
Fancy Dance Competition	Youth	Intermediate	The Fancy Dance Individual Dance Competition for youth Arrowmen. Competition will be in heats of about 10-20 dancers culminating in the competition between the top 10 dancers.
Grass Dance Competition	Youth	Intermediate	The Grass Dance Individual Dance Competition for youth Arrowmen. Competition will be in heats of about 10-20 dancers culminating in the competition between the top 10 dancers.
Old Time Sioux Dance Competition	Youth	Intermediate	The Old Time Sioux Dance Individual Dance Competition for youth Arrowmen. Competition will be in heats of about 10-20 dancers culminating in the competition between the top 10 dancers.

AMERICAN INDIAN ACTIVITIES (AIA)

Session	Intended Audience	Level	Description
The Prairie Chicken Dance Competition	Youth	Intermediate	The Prairie Chicken Dance Individual Dance Competition for youth Arrowmen. Competition will be in heats of about 10-20 dancers Arrowmen. Competition will be in heats of about 10-20 dancers culminating in the competition between the top 10 dancers.
Traditional Dance Competition	Youth	Intermediate	The Traditional Dance Individual Dance Competition for youth Arrowmen. Competition will be in heats of about 10-20 dancers culminating in the competition between the top 10 dancers.
Straight Dance Competition	Youth	Intermediate	The Straight Dance Individual Dance Competition for youth Arrowmen. Competition will be in heats of about 10-20 dancers culminating in the competition between the top 10 dancers.
Historical Group Dance Competition	Youth	Intermediate	The Group Dance Competition for groups of youth Arrowmen from a lodge. Teams will be evaluated as to whether the dance(s) performed are acceptable, non-religious dances. The current use of the dance(s) and their proper interpretation by the team will also be considered. The team's research methods and booklet will be evaluated as well. Register through your contingent leader.
Powwow Exhibition Team Dance Competition	Youth	Intermediate	The Powwow Exhibition Team Dance Competition for groups of youth Arrowmen from a lodge. Teams will be evaluated as to whether the dance(s) performed are acceptable, non-religious dances. The current use of the dance(s) and their proper interpretation by the team will also be considered. Register through your contingent leader.

AMERICAN INDIAN ACTIVITIES (AIA)

Session	Intended Audience	Level	Description
Southern Singing Competition	Youth	Intermediate	The Southern Singing Competition for youth Arrowmen. Each drum will be evaluated on their singing and performing of Southern-style songs as well as their knowledge of the songs' history. Register through your contingent leader.
Northern Singing Competition	Youth	Intermediate	The Northern Singing Competition for youth Arrowmen. Each drum will be evaluated on their singing and performing of Northern-style songs as well as their knowledge of the songs' history. Register through your contingent leader.
Craft Competition	Youth	Intermediate	The purpose of the Arts and Crafts Competition is to help preserve the skills and talents necessary to make high quality, historically accurate American Indian style material. We will judge and have awards for YOUTH created craft objects. Must be under 21 to compete in this competition.
Craft Competition	Adult	Intermediate	The purpose of the Arts and Crafts Competition is to help preserve the skills and talents necessary to make high quality, historically accurate American Indian style material. We will judge and have awards for ADULT created craft objects. Must be 21 or over to compete in this competition.

INDUCTIONS AND CEREMONIAL EVENTS (ICE)

Session	Intended Audience	Level	Description
Beyond the Triangle	Youth and Adult	Basic	Enhance your understanding of the Vigil Honor induction by examining the process from start to finish and learn ways to improve the induction experience for the Vigil Honor candidate. This session will focus on candidate selection and notification, the Vigil Honor induction, ceremonial history, and symbolism. Vigil Honor members only.
Brotherhood: The Legend Continues	Youth and Adult	Basic	A deeper exploration into the Brotherhood Ceremony symbolism and the legend within the legend. Brotherhood and Vigil Honor members only.
Brotherhood: The Tale of Uncas	Youth and Adult	Basic	Learn about the Brotherhood Ceremony and explore the meaning, symbolism, and symbolic progression in the Tale of Uncas story. Brotherhood and Vigil Honor members only.
Ceremonies Advising	Adult	Advanced	Ceremonies Advising is designed for advisers with an interest in ceremonies. This course will teach both new and experienced advisers how to fulfill the ceremonial mission as role-model teachers and inspirational examples for Arrowmen. Featured topics include adviser philosophy, examination of the Order's ceremonies, and analysis of ideal adviser/arrowman relationships. This session will also include practical skill-building exercises in recruiting, training, and supporting ceremonialists as an integral part of the Order of the Arrow's induction process.

INDUCTIONS AND CEREMONIAL EVENTS (ICE)

Session	Intended Audience	Level	Description
Evaluating Ceremonies	Adult	Advanced	Learn about the current national OA standard for evaluating a ceremonies team in an informative and interactive session. Evaluating Ceremonies provides advanced training that compliments and builds from the Ceremonies Advising course. Because evaluations acutely affect ceremonialists, adviser-evaluators must be highly skilled to avoid harm and inspire learning. This course features an in-depth examination of the adviser/arrowman relationship in the evaluation setting, examines advanced symbolism, and features interactive skill-building exercises.
Ignite the Spark	Youth and Adult	Basic	Learn ways to enhance the induction experience before candidates become members. Examine ways to utilize the Troop/Team Representative to improve communications, how to organize Unit Elections teams, how to develop a call-out ceremony unique to your lodge, and share best practices. Participants are encouraged to register for "Ignite the Spark: Symposium" to view and discuss Call Out Ceremonies from high performing lodges.
Ignite the Spark: Symposium	Youth and Adult	Basic	Review and discuss video submissions of Call Out Ceremonies from high performing lodges.

INDUCTIONS AND CEREMONIAL EVENTS (ICE)

Session	Intended Audience	Level	Description
Individual and Team Coaching	Youth	Basic	Individual and Team Coaching provides one-on-one coaching to individual ceremonialists and/or ceremony teams from a trained NOAC ceremonies evaluator. Participating teams and/or individuals can receive coaching on any official Order of the Arrow ceremony. This is open to one, two, three, or all four members of a team, regardless of skill level. Costumes are optional but not required to participate in Individual Coaching. Coaching sessions will be recorded so that guests can continue their improvement at their home lodges. Only one member of a team should register to secure a session for the members of the team.
Inductions Advising	Adult	Basic	Learn about the opportunities, challenges, and resources available to today's Inductions Advisers and find ways to inspire your youth officer to achieve his goals.
Inductions Chief/Chairman	Youth	Basic	Learn how to be an effective Inductions Chief/Chairman! Discover ways to utilize national resources to organize the different inductions committees in conducting the induction sequence.
Inside the Ordeal Ceremony	Youth and Adult	Basic	Analyze the Ordeal Ceremony and The Legend and learn about meaning, symbolism, and symbolic progression from the pre-Ordeal Ceremony.
Inside the Pre-Ordeal Ceremony	Youth and Adult	Basic	Analyze the pre-Ordeal Ceremony and learn about meaning, symbolism, and the symbolic progression to the Ordeal Ceremony.
Introduction to Ceremonies	Youth and Adult	Basic	Geared towards new members with an interest in learning the about ceremonies, this session focuses on the meaning and lessons from the pre-Ordeal and Ordeal ceremonies, the four principal characters, and ways to learn how to be a ceremonialist.

INDUCTIONS AND CEREMONIAL EVENTS (ICE)

Session	Intended Audience	Level	Description
Inductions Junction	Youth and Adult	Basic	Examine the steps of the induction experience, beginning at the unit election and continuing to the Brotherhood. Explore the 10 Inductions Principles, share best practices, and learn where to find resources that can help manage your lodge's inductions.
Managing Brotherhood Inductions	Youth and Adult	Basic	Learn how to plan, organize, and execute the different elements of the Brotherhood induction including the Brotherhood Hike. Brotherhood and Vigil Honor members only.
Managing Ordeal Inductions	Youth and Adult	Basic	Learn how to plan, organize, and execute an effective Ordeal induction weekend that provides newly inducted Arrowmen with a memorable experience. Educate new Ordeal members about their induction and inspire them as they begin their lives as new Arrowmen.
Or-Deal, The Card Game	Youth and Adult	Basic	A fun training tool and an opportunity to spark discussion among those involved in the induction process and Ordeal administration.
Seeking the Vision: Allowat Sakima	Youth and Adult	Basic	Seeking the Vision is a course that focuses on the rehearsal process. Utilizing techniques used by professional actors and directors, the course encourages arrowmen to tap into their own creativity and intuition to find the Allowat Sakima within and create dynamic performances. Emphasis is given to vocal projection and variety, physical presence, understanding of the text, and a personal connection to the candidates. Volunteers will have an opportunity to work with our experienced instructors. All levels of experience are welcome.

INDUCTIONS AND CEREMONIAL EVENTS (ICE)

Session	Intended Audience	Level	Description
Seeking the Vision: Kichkinet	Youth and Adult	Basic	Seeking the Vision is a course that focuses on the rehearsal process. Utilizing techniques used by professional actors and directors, the course encourages arrowmen to tap into their own creativity and intuition to find the Kichkinet within and create dynamic performances. Emphasis is given to vocal projection and variety, physical presence, understanding of the text, and a personal connection to the candidates. Volunteers will have an opportunity to work with our experienced instructors. All levels of experience are welcome.
Seeking the Vision: Meteu	Youth and Adult	Basic	Seeking the Vision is a course that focuses on the rehearsal process. Utilizing techniques used by professional actors and directors, the course encourages arrowmen to tap into their own creativity and intuition to find the Meteu within and create dynamic performances. Emphasis is given to vocal projection and variety, physical presence, understanding of the text, and a personal connection to the candidates. Volunteers will have an opportunity to work with our experienced instructors. All levels of experience are welcome.
Seeking the Vision: Nutiket	Youth and Adult	Basic	Seeking the Vision is a course that focuses on the rehearsal process. Utilizing techniques used by professional actors and directors, the course encourages arrowmen to tap into their own creativity and intuition to find the Nutiket within and create dynamic performances. Emphasis is given to vocal projection and variety, physical presence, understanding of the text, and a personal connection to the candidates. Volunteers will have an opportunity to work with our experienced instructors. All levels of experience are welcome.

INDUCTIONS AND CEREMONIAL EVENTS (ICE)

Session	Intended Audience	Level	Description
The Ceremonial Time Machine	Youth and Adult	Basic	Survey the development and changes in the pre-Ordeal and Ordeal ceremonies since the founding of the Order of the Arrow in 1915 on Treasure Island Scout Camp.
The Journey to Brotherhood	Youth and Adult	Basic	Explore the Journey to Brotherhood program, the Extended Elangomat program, and discuss different ways to inspire Arrowmen to seal their membership and leave a legacy of Cheerful Service. Brotherhood and Vigil Honor members only.
The Nuts and Bolts of Your Ceremonial Team	Youth and Adult	Basic	Build a great ceremonial team! This session provides participants with everything they need to know to start, recruit, train, coach, and advise a ceremonial team. Learn ways to inspire new Arrowmen to become ceremonialists and continue the tradition.
Training Elangomats	Youth and Adult	Basic	Investigate what makes an effective elangomat, how to build an "elangomat culture" in your lodge, and how to train elangomats for future impact.
National Induction Forum	Youth and Adult	Basic	Join a panel discussion of national leaders to discuss inductions, symbolism, best practices, policies, and future changes. Questions will be accepted from the audience.
Exemplar Pre-Ordeal Ceremony Viewing Session	Youth and Adult	Basic	The Exemplar program recognizes the best ceremony teams in the nation. Here is your opportunity to watch some of the nation's best ceremonialists conduct the pre-Ordeal Ceremony. Please note that participants in the may not watch other teams prior to their lodge's Exemplar evaluation.

INDUCTIONS AND CEREMONIAL EVENTS (ICE)

Session	Intended Audience	Level	Description
Exemplar Brotherhood Ceremony Viewing Session	Youth and Adult	Basic	The Exemplar program recognizes the best ceremony teams in the nation. Here is your opportunity to watch some of the nation's best ceremonialists conduct the Brotherhood Ceremony. Brotherhood and Vigil Honor members only. Please note that participants in the may not watch other teams prior to their lodge's Exemplar evaluation.
Exemplar Evaluations	Youth	Basic	The Exemplar program recognizes the best ceremony teams in the nation. Teams must submit a video of their ceremony (pre-Ordeal or Brotherhood) to be reviewed by Ceremony Evaluators prior to NOAC. The best of the teams who demonstrate that they meet the Exemplar standard via their video will be invited to a follow-on Exemplar demonstration and evaluation at NOAC. The NOAC 2018 Ceremonial Recognition Program Guidelines can be found online here .
Pre-Ordeal Ceremony Evaluations	Youth	Basic	A chance for teams to work with an experienced evaluator at a chance towards earning honor medal status. The teams will workshop the ceremony with one of our trained and experience evaluators from across the nation to ameliorate and improve the quality of their lodge's induction process.
Brotherhood Ceremony Evaluations	Youth	Basic	A chance for teams to work with an experienced evaluator at a chance towards earning honor medal status. The teams will workshop the ceremony with one of our trained and experienced evaluators from across the nation to ameliorate and improve the quality of their lodge's inductions process.

INDUCTIONS AND CEREMONIAL EVENTS (ICE)

Session	Intended Audience	Level	Description
Vigil Ceremony Evaluations	Youth	Basic	A chance for teams to work with an experienced evaluator at a chance towards earning honor medal status. The teams will workshop the ceremony with one of our trained and experienced evaluators from across the nation to ameliorate and improve the quality of their lodge's inductions process.

HISTORICAL GROUP DANCE

HISTORICAL GROUP DANCE TEAMS

Historical Group dance teams shall be made up of four (4) or more members (at least three of whom must be dancers). All members **MUST** be from the same lodge. No section teams or teams made up of members from more than one lodge may enter the competition. All team participants must be under twenty-one (21) years of age at the time of the conference, be registered members of the Order of the Arrow, and registered conference participants.

ACCEPTABLE HISTORICAL GROUP DANCES

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

1. Dances must be NON-RELIGIOUS and in good taste.
2. Society, clan, or family dances are acceptable **ONLY** if written permission from the Tribal Council, society, clan or family of the specific tribe from which the dance comes grants permission. Note: **SUCH WRITTEN PERMISSION MUST BE INCLUDED IN THE BOUND PACKET REQUIRED FOR REGISTRATION.** Therefore, permission must be requested far enough in advance to meet the registration packet deadline. Without this permission the dance will not be allowed.
3. Tribal Councils have asked that The Boy Scouts of America refrain from performing the following dances (THESE DANCES ARE NOT ACCEPTABLE FOR CONFERENCE COMPETITION.) Masked dances of: Pueblos, Apache, Iroquois, Creek, Cherokee, or Northwest Coast tribes. A mask is defined as anything that covers the face of the wearer hiding his true identity. The Ghost Dance, The Pipe ceremony, The Pipe Dance, The Sun Dance, The Hopi Snake Dance, Gourd Dance and the Peyote Ritual.
4. Dances that are kept so secret that information on them is incomplete should be avoided. You must have accurate information.
5. Synchronized line dancing, as done at modern day powwows is **NOT** appropriate for Historical Group Dance competition.
6. At the request of several gourd dance societies and their members, Gourd Dancing will not be allowed in group dance competition after NOAC 2009.
7. **TIME LIMIT** is fifteen (15) minutes total time on stage. Total time includes: prop/scenery set up (if any), narrative, dance(s), dance clothes changes (if any), and removal of any props/scenery. Timing begins when the first participant steps onto the competition floor. Note: Background scenery is not necessary or required.
8. Teams are limited to a maximum of two (2) dances. Performance of more than one dance is not required, but teams should ensure that judges are provided enough presentation time to fairly assess the team's knowledge and abilities.

RULES CONCERNING DANCE CLOTHES

1. No protected species parts allowed on any dance clothes. Please be aware of State and Federal laws regarding endangered species parts.
2. Within the guidelines found in the U.S. Code as to the American Flag, flags are not to be used as wearing apparel. With this in mind, no type of U.S. Flag(s) will be permitted as a part of dance clothes and should be removed prior to the conference. Flag motifs in quillwork and beadwork are acceptable.
3. National Order of the Arrow Face Paint Policy: Order of the Arrow National Conferences and activities conducted beyond the individual lodge will not permit face paint, body paint or wigs to be used in social or competition dancing, in ceremonies, or ceremonies competition.
4. The Boy Scouts of America policy regarding firearms and knives, as stated in the Guide to Safe Scouting will be followed. While we are guests at a university campus, we will abide by campus policy regarding weapons. The following policy on weapons must be adhered to: Unauthorized firearms, weapons, ammunition, explosives, and other items that the Campus Police consider to be dangerous are prohibited on any university property. This policy includes activities such as introducing, possessing, using, buying or selling firearms. Even if you have a valid state permit to carry the firearm, you are not authorized to carry the firearm on university property. Only law enforcement officers and other who have prior approval from the campus Police Chief are authorized to carry a firearm on campus.

HISTORICAL GROUP DANCE REGISTRATION PROCEDURES

1. The team must submit the FINAL copy (1) copy of their required research material (defined in [E. Group Dance Judging Criteria - Section 2] not later than June 30, 2018. following the instructions below.
 - Find the ms-word template for your research report at the following link. The file is titled "Historical Group Dance Competition Research Form"
<https://drive.google.com/open?id=1WuwT4ZliSKssJI0b6GKbmUiX24AUcECI>
 - Please enter your research in this file and the save your file as: 2018HGD_LODGE-###.doc(x), where '###' is your lodge number.
 - Send the research report in electronic portable document tile format (pdf) to: noac2018aia@gmail.com

Late submission (not received by June 30, 2018) will result in an automatic deduction of three (3) out of ten (10) possible points from each judge. Research submitted after July 13, 2018, will result in an automatic deduction of six (6) of the possible ten (10) points from each judge.

2. The team's Chairman and/or Adviser must check in at the American Indian Activities office after your lodge checks in at NOAC. This will be to confirm competition registration, receive a performance time, and receive up to date information on mandatory meetings, team roster requirements, etc.

HISTORICAL GROUP DANCE JUDGING CRITERIA

Teams competing in Group Dance will be judged and awarded a score by each judge on the judging panel in each of the seven (7) areas discussed below. Each area is worth a maximum of ten (10) points and teams may receive a point score ranging from 0 to 10. Some areas have mandatory point deductions associated with failure to comply with stated guidelines, rules, etc. Each judge in the affected area will take mandatory point deductions. Team standing/placement is determined by totaling all points received from the judges. Actual scores/points given by judges will not be provided to the teams, however critique sheets from all judges will be provided to the team at the conclusion of its performance. Relative ranking of the teams will be available the day after the competition is finished.

Authenticity

- The dance(s) must be historical group dance(s) of specific tribes - therefore - northern plains or pueblo are not appropriate because they are culture areas, not tribes. Inter-tribal is even less specific. The dance(s) and dance clothes should represent one particular tribe during a particular time in their history. The current and/or historic use of the dance(s) and their proper interpretation by the team will be considered.
- Group dancing is a coordinated effort. It is not a series of solo performances grouped under one title.
- Size of team - No preference is given to large or small teams therefore all teams will compete in one category. The judges look for quality of presentation and the selection of dance(s) suitable to the lodge dance team and the resources available to them.

Research

Although a formal academic style paper is no longer required, teams should complete the following questions in a narrative style with the express intent to let the judges know that appropriate research for your dance(s) has been done.

One word or one sentence responses are not adequate. The questions asked are intended as starting points in your narrative, feel free to elaborate and add pertinent information as needed. Remember: your goal is to give the judges as much information as possible.

The questionnaire is designed so that it can be divided between members of the team that way the printed research does not fall to only one individual. Each section can stand alone and will be read as such. No penalties will be given for differences in writing style. No word or page count will be done but a well-rounded, thought out document will carry more weight than a hastily conceived, slapped together response to the questions. You may want to cite (including page numbers) specific publications, periodicals, web sites etc. from your bibliography to support your narrative.

In addition to the electronically submitted research file, two (2) complete copies of your research material should be brought to NOAC to present to the judges on competition day. ALL RESEARCH MUST BE TYPE WRITTEN and PROPERLY FORMATTED.

Research Questions (must be entered into the template described above):

- Describe the dances you will be performing. Tell us the history of the dance(s): Tribe, time period, why it (they) were performed (if known) etc. Is the tribe indigenous to your area? (not a requirement). Are the dance(s) still being done today?
- What song(s) will you be using? What is the English translation, if known? Is the song(s) only used for this dance?
- Tell us how you “found” the dance(s) and who taught them to your team; your adviser, American Indian friend, Youtube, personal observation etc. Please note, no source will carry more weight than another, we are just interested in your source(s),
- Please describe any props you will be using if appropriate. Props are not required. Photos/drawings would be helpful. If no props are to be used simply state: NA
- Please describe the dance clothes you will be using. Are they specific to the dance? Who made yours Are the clothes still being seen today?
- Tell us anything else you think would be helpful to us in judging your entry.
- Please include a bibliography of your sources for your research; i.e. books, publications, unpublished materials, interviews, personal correspondence, websites, etc.
- Please include name, address, and phone number (e-mail if available) of a contact person representing the team.

NOTES:

- Scanned pages from any published works are NOT acceptable. Due to a lack of audiovisual equipment, videotapes, video CDs, DVDs, and data discs are not usable.
- As noted above in Registration Procedures D (section 1), late research submissions will result in mandatory point deductions.

American Indian Dance Clothes

Teams will be judged on the authenticity and completeness of the dance clothes. If a particular dance does not call for special dance clothes, teams will be judged on the quality and appropriateness of each participant’s dance clothes. In the event of a team performing more than one dance, points will not be subtracted for using the same dance clothes for both dances, if from the same culture area.

Performance of Dance

Teams will be judged on the quality of the interpretation and presentation of their dance(s). Good use of allotted dance time will be considered. Teams will lose one (1) point for every minute or part thereof that they exceed their scheduled dance time from each judge. PLEASE NOTE: If a team chooses to use the same dance(s) or dance clothes at consecutive National Order of the Arrow Conferences, they can expect to have a more critical review from the judges. Specifically, the judges will look for additional research as well as improvements and refinements in dance clothes, dance, and presentation.

Ability to Perform as a Team

Teams will be judged on their ability to perform their dance(s) so as to exhibit a true oneness and feeling for the dance(s). Teamwork and perceptive interpretation of the dance(s) by the team as a whole will be considered.

Music

Teams will be judged on their use of drumming, singing and any other necessary musical accompaniment that should be used for their particular dance(s). As always, quality as well as authenticity of the musical aspect will be considered. The use of recorded music will be allowed, but it will cost the group a mandatory deduction of three (3) points by each judge in this judging area.

General Effect and Impression

The general effect and impression of the overall presentation will also be evaluated. This somewhat subjective area will permit judges to evaluate the educational, entertainment and informational worth of the overall presentation.

RECOGNITION AND AWARDS

- Awards will be given to the top three teams.
- Special Awards for authenticity may be given if deemed appropriate.
- Certificates will be awarded to each entering team.
- The winning team will perform at the Conference Festival Powwow, not the show.

IMPORTANT NOTES

- There will be a meeting of all judges and leaders of the teams in competition on Monday, July 30, 2018, 30 minutes after the opening arena show. The adult advisor and youth chairman of each entering team must be present at this meeting. Location of the meeting will be available at check in.
- Group Dance Competition will be held during NOAC at the times given at the Judges' meeting on Monday of NOAC.
- Any questions regarding the Historical Group Dance Competition should be addressed to:
Tim Caster
tao.jones@att.net
(646) 483-5319

POWWOW EXHIBITION TEAM DANCE

The Powwow Exhibition Team Dance is a competition allowing youth to use their modern day powwow dance clothes for another competition other than the individual dance style competitions. This is another way for the AIA program to “fuel the fire” for our youth Arrowmen across the nation. Much like a high school cross-county team, you race for yourself in individual competition and now for your team as well.

TEAMS

Teams shall have a minimum of four (4) members. All members **MUST** be from the same lodge. No section teams or teams made up of members from more than one lodge may enter the competition. All team participants must be under twenty-one (21) years of age at the time of the conference, be registered members of the BSA and the Order of the Arrow, and registered conference participants. If a team's dance show involves audience participation, the team is responsible for bringing extra members from their lodge to the competition to act as “audience members” for the performance. Audience members will need to be youth members of the Order of the Arrow as well. NOAC staff and the AIA Dance Competition staff will **NOT** provide additional people for a dance team's exhibition.

ACCEPTABLE DANCES

The purpose in having this competition is for lodges to showcase exhibition dances that may be seen at powwows today. This would include such dance demonstrations and exhibitions that they may do for Cub Scout meetings, service organizations, or any other public performances. Teams can choose to showcase a variety of things, including, but not limited to, contemporary powwow dance style demonstrations or a choreographed team dance of multiple dancers of the same or different dance styles.

Examples are:

- A showcase/exhibition of each dance style with the correct drum or recorded music.
- Synchronized team dance - An example would be 4 grass dancers doing the same moves to a Northern Drum.
- Line dancing with southern straight dancers with the correct drum or recorded music.
- Specialty dances of certain styles, such as Traditional dances doing a Sneak-Up or Duck-n-Dive.
- Hoop dancing, snake dance, trick songs, sneak up, crow hop, duck and dive, dropped article, round dance.

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

- Dances must be NON-RELIGIOUS and in good taste.
- Society, clan, or family dances are not acceptable.

- This is NOT the Historical Team Dance Competition! But for your information - Tribal Councils have asked that the Boy Scouts of America refrain from performing the following dances: Masked dances of: Pueblos, Apache, Iroquois, Creek, Cherokee, or Northwest Coast tribes (A mask is defined as anything that covers the face of the wearer hiding his true identity.); The Ghost Dance, the Pipe ceremony, the Pipe Dance, the Sun Dance, the Hopi Snake Dance, Gourd Dance and the Peyote Ritual are also not acceptable (These dances are NOT acceptable for conference competition.) At this point in time we are not allowing smoke and stomp dancing for this conference competition.
- The time limit is 15-20 minutes total time on stage. Total time includes: prop/scenery set up (if any), narrative, dance(s), dance clothes changes (if any), and removal of any props/scenery. Timing begins when the first participant steps onto the competition floor. (Note: Background scenery is not necessary or required.)
- Teams are limited to a maximum of three (3) dances. Performance of more than one dance is not required, but teams should ensure that judges are provided enough presentation time to fairly assess the team's knowledge and abilities.

RULES CONCERNING ATTIRE

- No protected species parts allowed on any attire. Please be aware of State and Federal laws regarding endangered species parts.
- Within the guidelines found in the U.S. Code as to the American Flag, flags are not to be used as wearing apparel. With this in mind, no type of U.S. Flag(s) will be permitted as a part of dance attire and should be removed prior to the conference. Flag motifs in quillwork, beadwork, and cloth work are acceptable.
- National Order of the Arrow Face Paint Policy: Order of the Arrow National Conferences and activities conducted beyond the individual lodge will not permit face paint, body paint or wigs to be used in social or competition dancing, in ceremonies, or ceremonies competition.
- The Boy Scouts of America policy regarding firearms and knives, as stated in the *Guide to Safe Scouting* will be followed. While we are guests at a university campus, we will abide by the campus policy regarding weapons. Michigan State University has the following policy on weapons:

"Except as permitted by state law regulating firearms, no person shall possess any firearm or weapon anywhere upon property governed by the Board. Persons residing on property governed by the Board shall store any and all firearms and weapons with the Department of Police and Public Safety."

LODGE TEAM DANCE (POWWOW EXHIBITION TEAM DANCE) REGISTRATION PROCEDURES

The Registration Form can be filled out with the Google Form titled "NOAC 2018 Powwow Exhibition Team Dance Competition Registration" at:

https://docs.google.com/forms/d/e/1FAIpQLSe7v9ILyaW5nzgjW07l2R54KLY4H3-RZtv31RiqQZwhawHWbA/viewform?usp=sf_link

This is due by June 30, 2018 so we can plan what day and time you will perform. The team's Chairman and Adviser must check in at the American Indian Activities office during NOAC registration, to confirm competition registration, receive a performance time, and receive up to date information on mandatory meetings, team roster requirements, etc.

LODGE TEAM DANCE (POWWOW EXHIBITION TEAM DANCE) JUDGING CRITERIA

Teams competing in the Lodge Team Dance Competition will be judged and awarded a score by each judge on the judging panel in each of the seven (7) areas discussed below. Each area is worth a maximum of ten (10) points and teams may receive a point score ranging from 0 to 10. Team standing/ placement is determined by totaling all points received from the judges. Actual scores/points given by judges will not be provided to the teams, however critique sheets from all judges will be provided to the team at the conclusion of its performance. Relative ranking of the teams will be available the day after the competition is finished.

Performance

Performances will differ from team to team as to what the content is. Some involve audience participation as well. Because of this broad spectrum, it is difficult to give exact guidelines as to what the judges expect. The most important thing is we expect that the dance show is an accurate representation of contemporary powwow dance styles that is used to educate others in an entertaining way. Judges will evaluate the accuracy of the narration and dances as well as the skill of the team in performing their various roles in the show. Entertainment is an important factor here as well and will be judged accordingly.

Master of Ceremonies (MC)

Each group will need a MC to speak for the entire group about what performance is about to take place. The role of the MC is to inform and educate the audience and the MC is expected to show their knowledge about the dances that will be performed. Teams are encouraged to seek an Arrowman that is a great public speaker, engaging, enthusiastic, and understandable. Today's Powwow MC's do an excellent job of keeping the powwow flowing and are very knowledgeable.

American Indian Dance Clothes the individual dance competition resources.

Authenticity

Teams will be judged on the quality of the interpretation and presentation of their dance(s). Contemporary dances must be a good reflection of the current trends in the powwow world.

Ability to Perform as a Team

Teams will be judged on their ability to perform their dance(s) so as to exhibit a true oneness and feeling for the dance(s). Teamwork and perceptive interpretation of the dance(s) by the team as a whole will be considered.

Music

Teams will be judged on their use of drumming, singing and any other necessary musical accompaniment that should be used for their particular dance(s). As always, quality as well as authenticity of the musical aspect will be considered. The use of recorded music can be used and is encouraged. Bonus points will be given to teams that use their own drum team (max of 10 points.) If you choose to use your own live drum and have singers you will need good quality singing. A team will need to choose wisely when considering having good quality recorded music or an average drum group. Today's Powwows have a strong connection to major drum groups attracting some of the best talented dancers. Music can be placed on a CD or MP3 format to be used on the sound system provided by host university equipment and/or NOAC.

General Effect and Impression

The general effect and impression of the overall presentation will also be evaluated. This somewhat subjective criteria will permit judges to evaluate the educational, entertainment and informational worth of the overall presentation. Good use of allotted dance time will be considered.

RECOGNITION AND AWARDS

- Each team will be evaluated and given a rating once their points are tallied up. The ratings will be a Gold, Silver, or Bronze Dance Team. Awards will be given to the teams appropriate to their rating.
- The judges may also specially recognize some teams that performed exceptionally well in their top-notch performance. Ribbons will be awarded to each participant that performs on the recognized dance team.
- The winning team will perform at the Conference Festival Powwow not the show.

IMPORTANT NOTES

- There will be a meeting of all judges and leaders of the teams in competition 30 minutes after the Opening Arena Show, the first day of NOAC, Monday, July 30, 2018. The adult advisor and youth chairman of each team must be present at this meeting. Location of the meeting will be available at registration check in.
- Powwow Exhibition Team Dance Competition will be held during NOAC at times given during registration.

- Any questions regarding the Powwow Exhibition Team Dance competition should be addressed to:

Jeff D. Brewer
jdbrewer104@gmail.com
cell: 919-900-0483

NORTHERN AND SOUTHERN SINGING COMPETITIONS

Drum members **MUST** be from the same lodge. All drum members must be under 21 years of age at the time of the competition, members of the Order of the Arrow, and registered participants at the event. Each lodge is allowed to enter one team. All singing must be done in a team fashion. Drums must furnish their own drum and drum stand, if used. Drum sticks are the responsibility of the singers. Chairs are provided.

ACCEPTABLE SONGS

1. Northern Drums must sing two northern songs. One of these must be a song that is sung for a special occasion, at a special time during the dance or for a special dance. (e.g., Flag songs, Veterans songs, Sneak-up, Rabbit Dance song). The other song can be a Northern Plains powwow song.
2. Southern Drums must sing two southern songs. One of these must be a song that is sung for a special occasion, at a special time during the dance or for a special dance. (e.g., Flag songs, Veterans songs, Trot songs, Snake and Buffalo). The other song can be a Southern Plains inter-tribal powwow song. Family songs should be avoided as well as songs of a religious nature, such as Sun Dance, Native American Church or Peyote songs.
3. Drums that sing northern-style songs in the southern competition, or vice versa, will receive a 5 point deduction from each judge.
4. Northern singing is a high falsetto voice with the honor beats in the melody of the song, normally in the second chorus.
5. Southern singing is a more nasal tone with the honor beats between the first and second chorus.
6. A list of two primary songs and four alternate songs may be submitted with proper documentation.
7. Time limit is fifteen minutes. Timing begins when the judges invite the team to sit at the drum. Any narrative is included in the time allotted. If teams wish to warm up, this should be done away from the competition. Any ceremonies or local rituals should take place privately away from the competition. Going over the allotted fifteen minutes will result in a 5-point deduction from each judge. All teams must be ready to perform fifteen minutes prior to their assigned times.

RULES CONCERNING ATTIRE

- Northern Drums rightly wear dance outfits, long pants, short pants, and shirts while at the drum. No bare feet or open-toe shoes. Improper attire will result in a 5 point deduction from each judge.

- Southern Drums are much more formal. Long pants and shirts are required. No bare feet or open-toe shoes. Improper attire will result in a 5 point deduction from each judge.

REGISTRATION PROCEDURES

1. The team must submit one copy of their required research material (defined below) by Monday July 30, 2018. Late submissions will result in an automatic deduction of 5 points per judge. Send the research report in electronic portable document tile format (pdf) to: noac2018aia@gmail.com
2. The team's chairman and adviser must check in to confirm competition registration, receive a performance time, and receive up-to-date information on mandatory meetings, team roster requirements, etc. Registration is Monday, July 30, 2018 at the American Indian Activities office.
3. A mandatory meeting of all judges and competition team adviser and youth chairman will be held one half hour after the conclusion of the Opening Arena Show, on Monday, July 30, 2018. Location of the meeting will be available at registration.
4. Northern and Southern Singing Competitions will be held on Wednesday, August 1, 2018.
5. The top Northern and Southern team will be given the opportunity to perform at the Conference Festival powwow on Friday of NOAC. Each winning team must be prepared to sing either the Grand Entry Song or an appropriate Flag Song.

JUDGING CRITERIA

Drums will be judged and awarded a score by each judge on the judging panel in each of the eight areas discussed below. Some areas have mandatory point deductions associated with failure to comply with stated rules. Each judge in the affected area will take the mandatory point deductions. Team standing/placement is determined by totaling all points received from the judges. Actual scores/points given by judges will not be provided to the teams, however critique sheets from all judges will be provided to the team at the conclusion of the competition. Relative ranking of the teams will be available the day after the competition is finished. The judges will determine the judging criteria and all decisions are final.

1. Research [MAXIMUM POINTS (20)]

In addition to the one copy submitted electronically before the event, two (2) additional copies of the team's research material should be brought to the competition. All research must be typewritten and PROPERLY FORMATTED/BOUND. Teams will be evaluated on the quality of the research they have done for the songs they have chosen to sing. Research submissions must include: origin of song (tribal affiliation), meaning of song (if any), how the song is structured, and references (professional recordings, etc). Historical background of the songs should also be included.

2. Synchronization of Drum and Voice [MAXIMUM POINTS (10)]

All competition songs should be sung in the appropriate manner: lead, chorus, honor beats, and pickup beats. The singers should sing as a group instead of individuals, and the ending of the song should be definite with no over-beats.

3. Sound Quality [MAXIMUM POINTS (15)]

The singers should match in pitch and harmony for the most part. The drum beat should not overpower, be louder than, the song. The second/chorus should not be lower in pitch/volume from the lead.

4. Dance-ability [MAXIMUM POINTS (10)]

Songs should be sung at the appropriate tempo. If a song was composed as a slow, medium or fast song it should be presented that way for competition.

5. Language and Pronunciation [MAXIMUM POINTS (20)]

Songs should be sung with the correct vocables and/or words.

6. Teamwork [MAXIMUM POINTS (15)]

Teams will be judged on their ability to sing the songs as a group. The individual singers should work as one group instead on one or two "stars" pulling the weight for the entire group.

7. General Effect and Impression [MAXIMUM POINTS (10)]

The overall general effect and impression of the songs will also be considered. Some of the factors that will be considered are: the teams' confidence, presentation and explanation of the songs, care of the drum and stick, timeliness, not going over the stated time limit, etc.

8. Constructive Comments [NOT SCORED]

RECOGNITION AND AWARDS

Awards will be given to the top three drums. Special Honorable Mention awards may be given, if deemed appropriate.

CONTACT

Research and other questions regarding the Northern and Southern Singing Competition should be addressed to:

Daniel Barton
dbarton4221@gmail.com
cell: 843-367-1871

ARTS AND CRAFT COMPETITION

The AIA Staff, wants to welcome each of you and encourage your participation in the upcoming National Arts and Crafts Competition. The purpose of the Arts and Crafts Competition is to help preserve the skills and talents necessary to make high quality, historically accurate Native American style materials. Across the broad spectrum of Native American crafts, the competition seeks to encourage contemporary craftspersons to do the research and attain the expertise necessary to ensure that these cultural arts are not forgotten. The competition also provides our community an opportunity to formally recognize those artists and craftspersons who have excelled in this realm.

RULES AND GUIDELINES

Please note, there is no advanced or preregistration for the Arts and Crafts Exhibition/Competition. All registration will take place at NOAC. Registration information will be available on-site.

1. All youth and adults participating in the NOAC 2018 Arts and Crafts Competition and Exhibition must be registered participants of NOAC and BSA. No day visitors will be permitted to participate.
2. All participants will obtain the Arts and Crafts Competition and Exhibition packet and complete all of the forms contained therein. Some forms will need to be turned into the registration prior to the Arts and Crafts competition. Registration numbers inside the packet must be placed on display with the items. [Note: It will be possible to submit forms after individual dance competition on Tuesday of NOAC should the clothes coach encourage this.] Several of the forms will be collected and used in the tabulation process to assist in determining Competition winners.
3. The exhibitors will be limited to displaying five (5) items. If several items comprise a "set," the "set" will be considered as one item. The Arts and Crafts Competition and Exhibition chairman will have the final determination on whether items make up a "set". Display space should not exceed 72" x 30" (a standard 6 ft. table). Participants should come prepared to cover the display area provided by NOAC.
4. Exhibitors are responsible for the safety and security of their displayed items. Please be present at your exhibit at all times. While NOAC AIA Staff will do its best to protect the displayed items, it assumes no liability for any damage and/or loss that may occur.
5. Items that may contain components from prescribed (illegal) species may not be displayed. Exhibitors showing items containing prescribed components will be asked to remove them from their display. Please check both federal and state regulations to determine if your craft items contain parts of illegal species.

INDIVIDUAL DANCE COMPETITION

Any number of Contestants from each lodge may participate in the Individual Dance Competitions. The top ten dancers in each category will be invited to dance in the American Indian Show on Wednesday, August 1, 2018. During the show the top five (5) dancers in each category will be recognized with awards. Participation in this show will require that the Arrowman attend a one (1) hour walk through at a time to be announced.

All contestants must check-in and receive their number at the American Indian Activities office. This will take place Monday, July 30, 2018, during lodge check-ins.

If you have a question about the Old Time vs. Contemporary Northern Traditional categories please bring a picture of your dance clothes to check-in and one of the Judges will advise you in which category you should compete.

There will be a meeting of judges and all contestants 30 minutes after the Opening Arena Show Monday, July 30, 2018. Location: TBD.

GUIDELINES

1. There are five (6) categories of Individual Indian Dance competition:
 - Fancy Feather
 - Grass
 - Straight
 - Old Time Sioux
 - Contemporary Northern Traditional
 - Prairie Chicken
2. Dancers must wear appropriate authentic clothing. The judges are the final authority of what constitutes appropriate authentic clothing.
3. Dancers must dance in the style of their clothing. In Preliminary competition, if you are eliminated in one dance style, you may change dance clothes and dance in another style, if scheduling time permits. You must be registered in both styles. Dancers may not compete in the finals in more than one category.
4. Losing a major article off your dance clothes during the contest may lead to disqualification at the judges' discretion. Arrowmen should not self-disqualify for any reason unless they are physically unable to continue dancing. The judges are the final authority of what constitutes a major article. Having your clothes properly maintained and secured tightly eliminates this problem. [Note: During Individual Dance Competition, a Dancer Emergency Repair Team (DERT) may be available to assist in minor repairs of your dance clothes.]
5. All dancers must be under the age of twenty-one (21), and be a registered conference participant at the time of competition.
6. Dancers must be prepared to compete either indoors or outdoors.

7. All participants must display the contestant number they were issued at check-in, so that the judges can read it. The number is to be attached to the front of the dance clothes.
8. Overstepping a song may result in placement being lowered.
9. No part of any protected species may be worn in any manner. Violation of this rule will result in automatic disqualification. Please be aware of all state and federal laws regarding protected species.
10. Within the guideline found in the U.S. Code as to the American Flag, flags are not to be used as wearing apparel. Therefore, no type of U.S. flag(s) will be permitted as part of a dancers dance clothes. Flag motifs in beadwork and quillwork are acceptable.
11. National Order of the Arrow Face Paint Policy. Order of the Arrow National Conference and activities conducted beyond the individual lodge will not permit face paint, body paint, or wigs to be used in social or competition dancing or in ceremonies or ceremonies competition.
12. The Boy Scouts of America policy regarding firearms and knives, as stated in the Guide to Safe Scouting will be followed. While we are guests at a university campus, we will abide by the campus policy regarding weapons.
13. The judges will determine the judging criteria and all decisions are final. The Head Dance Judge will have final determination of any judging result or discrepancy and will field any concerns or complaints.

NOTES

All dancers are encouraged to participate in the coaching of their American Indian clothes. This will take place immediately after the dance competition. The importance of this to the Arrowmen is that this is where AIA staff members meet you and start to consider selections for youth staffs for Indian Village at the National Jamborees, National Indian Seminars, and future NOACs. There will be no competition for individual skill dancers. (Hoop, horsetail, etc.)

All dancers are invited to The Conference Festival Powwow on Friday, August 3, 2018.

NOAC 2018 Individual Dance Competition Schedule

- Tuesday, July 31, 2018, 8:00 am – 12:00 pm
Contemporary Traditional, Old Time Sioux, Grass, and Prairie Chicken Dance
- Tuesday July 31, 2018 1:30 pm- 5:00 pm
Fancy Feather and Straight Dance

Please contact Darrell W. Donahue, the 2018 NOAC AIA Competitions Manager with any questions (Woodley.dd@gmail.com, 517-755-8910).

AIA CLOTHING COACHING SESSIONS

PURPOSE

Plains Powwow Culture is a 'popular' culture, evolving continuously in many areas; certainly, in the areas of the music, the dance and the dance clothes. Dance competitions continue to be increasingly popular not just at the summer tribal gatherings, but at big annual dance competitions happening throughout the year. Hundreds of dancers compete for thousands of dollars in prize money. Powwow-style dancing is a passion for many people and the most competitive among them actively keep their eyes on the latest fashions and their ears open to the latest songs. Smart dancers are always looking for ways to improve their dance moves and their dance clothes. Even the best-dressed dancers know their dance clothes can always be 'bumped up a notch'. While dance clothes are not 'judged' at these dance competitions, they do matter. Savvy dancers know they have to look their very best if they want to catch the judges' eye and make a positive impression. And when you look good, you feel good and then you're sure to dance your best.

In our many years of experience and involvement in dancing and powwows, we know that 'powwowing' is a family activity; rare are the dancers who go it alone. The construction of a set of dance clothes is far too complicated an endeavor to be accomplished by any one person. A set of dance clothes is a compilation of items made, received as gifts, purchased, and borrowed for the event. It Takes a Family to Dress a Dancer. From Tiny Tots to Golden Age, all dancers have help with their clothes. And guidance from experienced dancers is some of the best help you can get.

At the NOAC AIA Dance Clothes Coaching Session a dancer has the opportunity to discuss his dance clothes with a senior powwow dance enthusiast, tapping into years of experience in the areas of dance, dance clothes, craft and powwow culture. This outline is to be used as a guiding framework, with the understanding that 'change happens' and everyone needs to keep his eyes open to the latest trends - competitors and coaches alike.

It is the goal of all Arrowmen who have been selected as NOAC Dance Clothes Coaches to share their knowledge and experience with younger dancers (and their support teams) in the hope of inspiring yet another enthusiastic, better-dressed dancer.

CHICKEN DANCE

A note about DANCE CLOTHES:

The most important thing about a set of modern Chicken 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 applique, 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 can do to improve each item, even if just by just a couple of points. Our goal as the NOAC Chicken Dance staff 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 DANCERS:

This outline is designed to summarize 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 clothes of today. If you live in an area where it is difficult to attend powwows, you can use resources such as: youtube.com, gatheringofnations.com, or powwows.com to view photos and video footage of powwow dancers. Please be respectful of other's dance clothes. Model your dance clothes after contemporary dancers, but do not copy a specific set of clothes verbatim.

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

CHICKEN DANCE

Max Score: 90 points

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

Score	Standard Items
_____/10	Item 1: Head Roach; Roach Feathers; Spreader; etc
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.
_____/10	Item 2: BODY/CHEST AREA Yoke; Body Covering; Tie; Breast Plate; etc.
Superior	Yoke with coordinated colored designs in beaded or fabric applique, 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.
Inappropriate	Lack of proper fringe; t-shirt; no body covering; yarn fringe; bandoliers; OA sash; missing items.
_____/10	Item 3: BUSTLE
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.
_____/10	Item 4: ARMS Cuffs; Armbands
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 theme of dance clothes.
Inappropriate	No armbands or cuffs; missing items



CHICKEN DANCE

Max Score: 90 points

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

Score	Standard Items
_____/10	Item 5: HANDS Fan; Mirror Board; Dance Hoop; Dance Stick; Other
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.
_____/10	Item 6: MID-BODY Aprons; Belt; Optional Side Tabs
Superior	Aprons, of adequate length and width to cover mid body, with coordinated colored designs in fabric applique, 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.
_____/10	Item 7: LEGS & FEET Goats; Bells; Knee Bands; Plains Hard-sole Moccasins
Superior	Angora "goats" or other appropriate animal, appropriate length, worn correctly. (Goats maybe 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.
_____/20	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
	<i>Does the set look complete?</i>
	<i>Do the dance clothes have the right "look"?</i>
	<i>Are they consistent the current styles?</i>

_____/90 **FINAL SCORE**

Ribbon Scale White 1-24 Red 25-49 Blue 50-73 Gold 74-90



ORDER OF THE ARROW Ceremony Evaluation Rubric

The current edition of the ceremony text must be used for all evaluations.

CATE- GORY	SKILL	RATING			
		Fair	Good	Excellent	Exemplary
Technical	Memorization	More than a few errors <i>or</i> obvious/ inappropriate pauses.	Few <i>and</i> minor errors.	Nearly perfect per the ceremonial text.	Perfect per the ceremonial text.
	Movements	More than a few <i>or</i> noticeable errors.	Few <i>and</i> minor errors.	Nearly perfect per the ceremonial text.	Perfect per the ceremonial text.
Physical	Bearing	Little to no candidate eye contact. Closed body language. Does not always give speaker unbroken attention.	More often than not: engages candidates & principals with eye contact <i>and</i> body language. Gives speaker unbroken attention.	Regularly engages candidates & principals with eye contact, body language, & facial expression. Gives speaker unbroken attention.	Masterfully engages candidates & principals with eye contact, body language, & facial expressions. Gives speaker unbroken attention.
	Gestures	Gestures are absent <i>or</i> meaningless <i>or</i> distracting.	Gestures, while sparingly used, are intuitively obvious in reinforcing spoken words.	Gestures are used regularly and judiciously to reinforce spoken words.	Gestures are used masterfully to engage candidates and crystallize understanding.
Verbal	Clarity	Incorrect pronunciation, <i>or</i> inadequate projection, <i>or</i> inappropriate rate.	Words are generally spoken clearly, correctly, and audibly.	Words are spoken conversationally while remaining consistently clear, correct, & audible.	Words are spoken masterfully to engage candidates, and crystallize understanding.
	Expression	No feeling; monotone; <i>or</i> no emphasis.	Tone or emphasis is generally present and appropriate, when used.	Regularly speaks with natural & appropriate tone & emphasis.	Masterfully uses tone & emphasis to engage candidates, and crystallize understanding.

Overall Rating Standards

Within a skill, a *Good* or higher rating requires that no element of *Fair* exists. Otherwise, a skill must be rated *Fair* even if elements of *Good* or higher existed. **A ceremonialist rated *Fair* in any skill must be rated *Fair* overall regardless of the ratings in any other skills.**

- An overall *Good* rating requires 3+ skills rated *Good* or higher.
- An overall *Excellent* rating requires 4+ skills rated *Excellent* or higher, including BOTH Technical skills (Memorization; Movements). **If either Technical skill is *Good* then the overall rating is *Good*.**
- An overall *Exemplary* rating requires 4+ skills rated *Exemplary*, including BOTH Technical skills, and no skill rated less than *Excellent*. **If either Technical skill is *Excellent* then the overall rating is *Excellent*.**

Honor Team Criteria

- No team member may be rated **Fair**.
- No more than one team member may be rated **Good**.
- At least three team members must be rated **Excellent** or **Exemplary**.

Ceremony Evaluation Guidelines

The SKILLS in the evaluation rubric identify the means by which ceremonialists engage and inspire candidates with the gift of the Admonition. The purpose of the evaluation is to model the giving of that gift by validating each ceremonialist's service and by providing clear, actionable guidance on how to better employ these skills. The rubric and these guidelines define a shared, specific vocabulary and rating standards for use by ceremonialists, advisers, and evaluators across the Order of the Arrow.

Skill Ratings: Definitions & Criteria

- No alterations or additions to the ceremonial text are permitted.
- "Few" errors means not more than four. "Minor" errors would not gain candidate notice.
- "Nearly perfect" means not more than two minor errors.
- Skill errors or deficiencies exceeding either the number or magnitude defined by *Good* require a *Fair* rating.
- Skills must unquestionably exceed *Excellent* to be rated *Exemplary*.

Technical

Memorization: Applies to all ceremonial text spoken to candidates by a principal, elangomat, nimat, or guide.

Movements: Applies to all directions specified by the ceremony's notes and diagrams. These include, but are not limited to, entering and moving within the circle, guiding candidates, handling and displaying tokens, and conducting the seals.

Physical

Bearing: Applies to the nonverbal personification of a principal such as:

- Walking or moving about the ceremony circle (rate, natural/unnatural)
- Physical stance, posture, and orientation (crossed arms is closed body language but arms *not* crossed is open; looking at speaker)
- Eye contact with candidates or speaking principal
- Facial expressions
- Interaction with candidates and other principals

Gestures: Physical motions that highlight, describe, or more clearly define the spoken words and are intuitively obvious to the candidate. (Motions without meaning or motions understood by the principal but not by the candidate are harmful distractions not helpful gestures.)

Verbal

Clarity: "Technical speech," the mechanical aspects of speech, such as:

- Pronunciation: *Are words spoken correctly & syllables fully pronounced?*
- Projection: *Can all present clearly hear the speaker?*
- Rate: *Can a candidate readily understand without losing attention?*
- Phrasing: *Are words grouped into logical ideas and presented in full sentences or obscured by choppy "lines?"*

Expression: "Non-technical speech," the manipulation of *tone, volume, pauses*, and other vocal inflection used to illustrate or emphasize:

- Feelings (such as, *solitude, sadness, resolve, strength, joy*)
- Images (such as, *elements of nature, living in community*)
- Ideas (such as, *choice, brotherhood, cheerfulness, service, ignorance, enlightenment*)

Lodge:

ORDER OF THE ARROW
Ceremony Evaluation
Worksheet and Notes

Ceremony: PO BH

Honor Team: Yes No

Overall is based on the majority of the category ratings, where minimum Technical skill is the maximum possible rating and any *Fair* rating is *Fair* overall.

Nutiket: _____

CATEGORY	SKILL	RATINGS (per Ceremony Eval. Rubric)			
		Fair	Good	Excellent	Exemplary
Technical	Memorization				
	Movements				
Physical	Bearing				
	Gestures				
Verbal	Clarity				
	Expression				
OVERALL RATING					

Meteu: _____

CATEGORY	SKILL	RATINGS (per Ceremony Eval. Rubric)			
		Fair	Good	Excellent	Exemplary
Technical	Memorization				
	Movements				
Physical	Bearing				
	Gestures				
Verbal	Clarity				
	Expression				
OVERALL RATING					

Allowat Sakima:

CATEGORY	SKILL	RATINGS (per Ceremony Eval. Rubric)			
		Fair	Good	Excellent	Exemplary
Technical	Memorization				
	Movements				
Physical	Bearing				
	Gestures				
Verbal	Clarity				
	Expression				
OVERALL RATING					

Kichkinet:

CATEGORY	SKILL	RATINGS (per Ceremony Eval. Rubric)			
		Fair	Good	Excellent	Exemplary
Technical	Memorization				
	Movements				
Physical	Bearing				
	Gestures				
Verbal	Clarity				
	Expression				
OVERALL RATING					

Lodge:

**ORDER OF THE ARROW
Ceremony Evaluation
Worksheet and Notes**

Ceremony: Vigil

Honor Team: Yes No

Overall is based on the majority of the category ratings, where minimum Technical skill is the maximum possible rating and any *Fair* rating is *Fair* overall.

Vigil Chief: _____

CATEGORY	SKILL	RATINGS (per Ceremony Eval. Rubric)			
		Fair	Good	Excellent	Exemplary
Technical	Memorization				
	Movements				
Physical	Bearing				
	Gestures				
Verbal	Clarity				
	Expression				
OVERALL RATING					