

2001 Fall Fellowship Guide Book
Cahuilla Lodge # 127

“Mindful of our Founder’s Traditions”
Camp Emerson, September 7-9, 2001
29th Fall Fellowship

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FALL FELLOWSHIP SCHEDULE OF EVENTS

Friday

Time	Event	Location	Comments:
5:00 PM	Begin Check in	Main Lodge	Start at Entrance from Upper Parking Lot, Follow Numbers
7:30 PM	Brotherhood Meeting	Denbo Hall	All Brotherhood candidates must be at this meeting.
8:00 PM	Chapter Chief/Advisor Meeting	Main Lodge	
8:00 PM	Check in Close	Main Lodge	Check in will Resume at 7:30 AM, Saturday Morning.
9:30 PM	Cracker Barrel	Denbo Hall	
10:00 PM	Lights Out		No one is to go past Strawberry Creek until AFTER Breakfast Saturday due to Vigil Ceremony

Saturday

Time	Event	Location	Comments:
6:30 AM	Revile/ Vigil Breakfast		Only New Vigil Honor Recipients and Ceremony Team Members
7:15 AM	General Breakfast	Denbo Hall	Full Class A Uniform
8:00 AM	Flag Ceremony	Denbo Hall	Full Class A Uniform
9:00 AM	Begin Morning Program		Class B Uniform
	Ceremony Competitions	Bear Trap Bowl	More than one team may compete per chapter.
	Sand Painting	Denbo Hall	
	Regalia Making	Denbo Hall	
	Camping Promotions	Denbo Hall	
11:30 AM	Break for Lunch	Denbo Hall	
12:00 PM	Lunch	Denbo Hall	
1:00 PM	Afternoon Program		
	Football Competition	Carlson Field	
	Basketball Competition	Upper Parking Lot	
	Darts	Behind Denbo Hall	Individual Competition
2:00 PM	Soccer	Carlson Field	
	Basketball Shoot	Upper Parking Lot	Individual Competition
	Darts	Behind Denbo Hall	Individual Competition
4:00 PM	Close Program Areas		Prepare for Lodge Meeting at Tahquitz (Full Class A)
4:30 PM	Most Spirited Arrowman	Tahquitz Bowl	Open to Anyone
5:00 PM	Lodge Elections	Tahquitz Bowl	
6:30 PM	Brotherhood Team Eat	Denbo Hall	Winning Brotherhood Ceremony Team Performs Ceremony
7:00 PM	Dinner	Denbo Hall	Brotherhood Candidates Eat First
7:45 PM	Brotherhood Ceremony	Start Tahquitz Bowl	Meet at Tahquitz Bowl, then start for Ceremony Sight
8:00 PM	Closing Campfire	Tahquitz Bowl	
9:45 PM	Cracker Barrel	Denbo Hall	
10:00 PM	Lights out		

Sunday

Time	Event	Location	Comments:
6:30 AM	Revile		Begin to Take down Campsites
8:00 AM	Breakfast	Denbo Hall	Take care of you trash before you leave!
8:30 AM	Checkout	Main Lodge	
10:00 AM	Close Camp		Staff Evaluation, then close Camp

Check In

Check in will be from 5:00 PM to 8:00 PM. Scouts and Scouters must go to the main lodge and enter from the door facing the upper parking lot. Follow the directions posted on the numbered signs. Youths (under 18) must have a completed Permission Slip with them or have a parent fill it out at Check in. We recommend that Chapter's camp together in their own campsite of their designation. There are no reserved camping areas. Keep in mind that, due to the Vigil Ceremony, absolutely NO ONE is to go beyond Strawberry Creek until after Saturday Morning Breakfast. Chapters, please tell the registration people where your chapter will be camping.

Brotherhood Candidates must keep in mind that there will be a brotherhood meeting on Friday at 7:30.

After check in there will be a Chapter Chief Meeting in the Main Lodge.

Fall Camporee Rules

1. A Scout is Trustworthy
2. A Scout is Loyal
3. A Scout is Helpful
4. A Scout is Friendly
5. A Scout is Courteous
6. A Scout is Kind
7. A Scout is Obedient
8. A Scout is Cheerful
9. A Scout is Thrifty
10. A Scout is Brave
11. A Scout is Clean
12. A Scout is Reverent

Any deviation from these rules is not to be tolerated. Furthermore, there are a few additional rules.

1. Do not cross Strawberry Creek until after Saturday Morning Breakfast.
2. No alcoholic beverages, illegal narcotics, firearms, explosives, ammunition, or any other illegal paraphernalia are allowed at Camp.
3. There will be no smoking by anyone under the age of 18, and smoking is only allowed in the designated smoking area.
4. NO OPEN FLAMES IN CAMP

The Program

Competitions

Ceremony Team Competition: The Ceremony Team Competition is one of the most important parts of Fall Fellowship. It allows ceremony teams to observe other teams and learn from their experience.

Guidelines:

1. All team members must be under 21 years old.
2. Chapters may submit more than one team for each ceremony.
3. Teams may compete in more than one ceremony.
4. Team members should be similarly dressed so as to appear to be from the same tribe.
5. A performer must have all of his lines memorized. Points will be lost if a performer has not memorized their lines. Lines should not be omitted or garbled.

Ceremony Competitions:

1. Pre-Ordeal
2. Ordeal
3. Brotherhood
4. Arrow of Light
5. Call Out

Judging:

Teams will be judged on expressiveness, speech, motion, mannerisms, understandability, accuracy and memorization. Teams will also be judged on teamwork, smoothness, effectiveness of staging, costuming and the mood the team creates.

Three judges, not of their chapter, will judge each team.

Team Sports Competitions

The Team Events, other than Ceremony Team Competitions, are:

1. Basketball
2. Football
3. Soccer

These competitions will be on a team level. If chapters have enough members, they may split into two teams to compete.

Individual Competitions

Darts: This is a simply competition, simply aim and throw.

Basketball Shoot: This will be on an individual basis. This will be sort of like the game HORSE.

Regalia Making: This is not a competitions, but simply and event.

Archery: This will be based on skill and accuracy.

Camping Promotion

Camping Promotion will be a display. Each Chapter in the competition must give a youth and adult judge. Judges will not be revealed and will go from booth to booth.

Judging Criteria: (all criteria are worth a total of ten points to make a total of 50 possible points)

1. Appearance
2. Comprehension
3. Presentation
4. resources
5. Impression

Awards

Chapter Awards

Negami Award: The Negami Award is given to the overall best chapter at Fall Fellowship. This award is at the direction of the Fall Fellowship Chairman, with the approval of the Lodge Chief.

Chapter Excellence Award: Given to the best chapter of the fiscal year. This award is administered by the Lodge's First Vice Chief. The past and incoming First Vice-Chief, plus an individual approved by the Lodge Chief will score each chapter book and average the scores to determine the winner.

Requirements

1. Each Chapter is to compile a book, organized in a manner consistent with the organization of the Chapter Excellence Program
2. The book is to be organized into seven sections, which are as follows:
 - 1) Membership
 - i. Elections
 - ii. Brotherhood attainment
 - iii. Phone calling committees
 - 2) Administration
 - i. Publication
 - ii. Records and reports
 - 3) Induction
 - i. Ceremonies
 - ii. Preparation
 - 4) Service
 - i. Service projects
 - ii. Camping assistance

- 5) Outdoor Program
 - i. Camping promotion
- 6) Program Participation
 - i. Activity attendance
 - ii. Other chapter programs
- 7) Improvement

3. All sections are worth a maximum of nine points, with a total of 63 points
4. The winner will be announced at Fall Fellowship

Chapter Spirit Award: This award is given to the chapter at Fall Fellowship that best demonstrates positive spirit. It has no set guidelines. The judges themselves decide who they think is the most spirited. The judges are the past year's Lodge Officers, the Fall Fellowship Chairman, all Section, Region, or National Officers from our Lodge, and any guest to the Fall Fellowship we may have. The panel will keep voting until one chapter receives a majority of votes, dropping the one with the least votes if a majority is not yet met.

The winner will be announced at Fall Fellowship.