

2003

CAHUILLA LODGE



FALL

FELLOWSHIP

OCTOBER 3-5
CAMP EMERSON

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FALL FELLOWSHIP TENTATIVE SCHEDULE OF EVENTS

FRIDAY				
Time	Event	Location	Comments	
6:00 PM	Check In Begins	Main Lodge		
9:00 PM	Check In Ends	Main Lodge		
9:00 PM	Opening Show	Tahquitz Bowl		
10:00 PM	Cracker Barrel	Denbo Hall		
11:00 PM	Lights Out			
SATURDAY				
Time	Event	Location	Comments	
6:00 AM	Vigil Breakfast	Denbo Hall	Vigil Members only	
7:30 AM	Breakfast	Denbo Hall		
8:45 AM	Assembly			
9:00 AM	Workshop #1			
11:00 AM	Workshop #2			
12:00 PM	Lunch	Denbo Hall		
1:00 PM	Competitions Begin			
2:30 PM	Spirit Rally	Tahquitz Bowl		
3:00 PM	Competitions Resume			
4:30 PM	Competitions End			
5:00 PM	Lodge Meeting & Elections			
6:00 PM	Brotherhood Dinner	Denbo Hall		
7:00 PM	Brotherhood Ceremony	Explorer Cluster		
8:30 PM	Theme Show	Bear Trap Bowl		
10:00 PM	Cracker Barrel			
11:00 PM	Lights Out			
SUNDAY				
Time	Event	Location	Comments	
7:30 AM	Breakfast	Denbo Lodge		
8:30 AM	Scouts Own	Tahquitz Bowl		
9:30 AM	LEC Meeting	Main Lodge		
10:30	Cleanup & Checkout			

CHECK IN

Check in will begin at 6:00 PM on Friday at the Main Lodge. All arrowmen attending Fall Fellowship MUST check in and check out. Check in begins in the side of the Main Lodge that is facing the upper parking lot. Please form a line outside the door until you are able to enter the lodge, then follow the instructions you are given.

FALL FELLOWSHIP RULES

1. A Scout is Trustworthy
2. A Scout is Loyal
3. A Scout is Helpful
4. A Scout is Courteous
5. A Scout is Kind
6. A Scout is Obedient
7. A Scout is Cheerful
8. A Scout is Thrifty
9. A Scout is Brave
10. A Scout is Clean
11. A Scout is Reverent
12. **Do not cross Strawberry Creek Until AFTER Saturday Morning Breakfast**
13. **No alcoholic beverages, illegal narcotics, firearms, explosives, ammunition, or any other illegal paraphernalia allowed on camp.**
14. **There will be no smoking by anyone under the age of 18, and smoking will only be allowed in designated areas.**
15. **NO OPEN FLAMES IN CAMP**

PROGRAM

1. WORKSHOPS

In this year's 2003 Fall Fellowship each participant has an opportunity to "choose your own adventure." Each member is to choose one of the three areas from which they will pick three events to attend during the workshop time.

Leadership

Workshop #1- how to fill out a chapter report. In this station you will be shown how to correctly fill out a chapter report. This is a great choice for anyone thinking about becoming a chapter chief.

Workshop # 2- how to make a chapter book. This station will show what should be included in the yearly chapter books. This is also a great choice for future chapter chiefs.

Workshop # 3- what position is right for you? This station is designed to show you what each position does. It will help you get a better understanding of what position is for you. This class will also show how to operate a chapter.

Indian Affairs

Workshop # 1- ceremonies ground. See what it takes to get the full effect of a ceremony. This workshop is designed to show what preparations should be taken to have a professional looking ceremony.

Workshop #2- ceremony/Dance team. This is your chance to learn more about creating a ceremony or dance team. Native American costuming will also be on display, this is a perfect chance to ask questions about costumes.

Workshop #3- local Indian history. This workshop is designed to teach you about our local Indian tribes.

Communication

Workshop #1- chapter newsletter. This is a workshop to show you have to put together a chapter newsletter.

Workshop #2- chapter website. Many chapters are beginning to create websites, this workshop will show you a little about how to get started.

Workshop #3- how to run a successful chapter meeting. Any chapter having trouble getting people to want to attend. Want fun ideas? Yet you still want to get business taken care of, this is for you.

2. 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 as 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. Basketbal
2. Soccer-
3. Tuf-o-War

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.

Other Competitions

Most Spirited Arrowman This will be decided at the Lodge Meeting Before Lodge Elections

Best Campsite This will be decided upon by the Fall Fellowship Chairman. Inspectors will inspect Chapter Campsites and judge each.

AWARDS

One of the aspects of the Fall Fellowship that drives attendance is the competition between our chapters. Throughout the year, chapters run the Order of the Arrow program at a local level on Cahuilla Lodge's behalf, and this is the opportunity for each of them to shine!

In this section, you will find the rules for each of our three major awards, the **Negami**, **Chapter Excellence**, and **Spirit**. Each award will be scored strictly by the rules outlined below, and a full accounting of the results will be given to each Chapter Chief and adviser on Saturday Night.

1. NEGAMI AWARD

The Negami Award is given to the best performing chapter at the Fall Fellowship. There are many factors. Attendance at the Fall Fellowship is extremely important. A successful chapter will bring a large percentage of its members to the Fall Fellowship. Chapters will be scored based on the percentage of its members that attend the Fall Fellowship.

Membership totals will be derived from the listing kept by the Lodge Secretary and Adviser as of the September Ordeal at Camp Helendade. This scoring will count for 25% of the voting for the Negami Award.

Camping Promotion is one of the foundations of our program. So, in order for a chapter to be eligible for the Negami, they **must have a camping promotion booth set up during the Saturday morning workshops**. Three anonymous judges, plus the Third Vice-Chief and Adviser, will be selected to judge the camping promotion booths. Points will be given based on presentation, quality, and interaction with the participants. Scouts are expected to be in complete BSA Dress Uniform. This scoring will count for 25% of the voting for the Negami Award.

Competitions are the obvious way to judge the top performing chapter. Chapters will be scored on a scale of 1 – 9 based on their performance. Chapters that do not participate in a particular event will be given a score of 0, but any chapter that participates will receive points. The scores for all competitions will then be added to determine the competitions winner. This scoring will count for 25% of the voting for the Negami Award.

Participation in the weekend's events is crucial to making it a success. So, participants are asked to "Choose Your Own Adventure" and make the weekend great. Each person will be given a scorecard at Registration that will need to be completed by the Saturday Evening Dinner. It will include areas to be checked off for workshops, events, and competitions. Each person that completes their scorecard will be given a certificate at the Saturday Evening campfire. Chapters will be scored based on the percentage of members that complete their scorecard. This scoring will count for 25% of the voting for the Negami Award.

2. SPIRIT AWARD

The Spirit Award is given to the chapter that demonstrates the best use of positive Scouting spirit at the Fall Fellowship. **Each chapter will provide one Spirit judge (youth) for the award.** They will be given the chance to evaluate each chapter during the weekend and present their selections at the Saturday evening dinner. That youth will select up to three chapters as a vote of first, second, and third. The youth may not vote for his own chapter. This scoring will count for 33% of the voting for the Spirit Award.

The Fall Fellowship chairperson, First Vice-Chief, Lodge Chief, and any guests will serve as Spirit judges. They will each separately select up to three chapters as a vote of first, second, and third. This scoring will count for 33% of the voting for the Spirit Award.

Spirit Cards will be used to judge a chapter's performance throughout the weekend. Each participant will be given five (5) Spirit Cards at registration. The object of the Spirit Cards is to foster an atmosphere of fellowship and allow Scouting spirit to be recognized. Spirit Cards will be turned in to the trading post and a person may not turn in a card for his or her own chapter. Chapters will be scored on the number of cards turned in for their chapter and the percentage of cards turned in by their members for other chapters. This scoring will count for 33% of the voting for the Spirit Award.

3. CHAPTER EXCELLENCE PROGRAM

The chapter excellence award is given to the best Chapter over the fiscal year. This award is administered by the Lodge's First Vice Chief. The past and incoming First Vice Chief's well as an individual approved by the Lodge Chief will score each book.

Requirements:

1. Each chapter is to compile a book organized in a manner consistent with the Chapter Excellence Program.
2. The Book is to be Organized into Seven Sections, which are as follows:
 - 1) Membership
 - i. Show things such as:
 1. membership totals for the fiscal year
 2. Election statistics (such as which units in the district had an election performed, which were contacted...)
 3. Any other documentation that shows how the Chapter acted in order to increase and attain Membership
 - 2) Administration
 - i. Chapter monthly or quarterly publications such as
 1. Newsletters (meaning a copy of each)
 2. List Serves
 3. Web sites
 - ii. Administration records

1. Meeting Agendas and Minutes
 2. Flyers produced by the Chapter for a Chapter held event
- 3) Induction
- i. Show records of Ceremonies performed by the chapter
1. Show also records of Ceremony team rehearsals
- 4) Service
- i. Show the totals of Service hours performed by members of the chapter
1. In cases of large service activities, try to show some documentation including the time and location of the service project, who attended, and what was done
- 5) Outdoor Program
- i. Give examples of the camping promotion program held by the chapter
 - ii. Also show records or documentation of other camping events hosted by or attended by the chapter
- 6) Program Participation
- i. Show records of Activity attendance,
 - ii. Any other program related documentations
- 7) Improvement
- i. Show records of how the chapter improved over the fiscal year. This can be a comparison of active membership from previous years, service hours, number of service projects, or any way in which the chapter has improved.

The Chapter Book should be neat and orderly. One record should not appear twice in the book.