

PASSPORT



Conclave 2008

Southern Region • Section SR-7A

CONCLAVE 2008

Test the Bow of Brotherhood



hosted by
Shenandoah Lodge 258
April 25-27, 2008
Camp Shenandoah

Name: _____

Lodge: _____



CODE OF CONDUCT

As a member of the Order of the Arrow, I will:

1. Observe the Scout Oath, Scout Law, and the Order of the Arrow Obligation.
2. Wear my official Class A uniform when appropriate and Conclave identification throughout the Conclave.
3. Attend all planned training and general sessions.
4. Be personally responsible for breakage, damage, or loss of property.
5. Not smoke inside any buildings and be advised of smoking regulations regarding adult smoking. No smoking is permitted under 18 years of age.
6. Respect all rules regarding vehicles in camp.
7. Not leave camp property without proper permission.
8. Understand that the purchase, possession, or consumption of alcoholic beverages or illegal drugs at the Conclave will not be permitted. Compliance with state laws and camp regulations will apply at all times.
9. At all times, be the considerate guest of a considerate camp host.



Shenandoah Lodge 258

Order of the Arrow • Boy Scouts of America
serving the Stonewall Jackson Area Council

801 Hooper Parkway • PO Box 813 • Waynesboro, VA 22980 • (540) 943-8875

April 25, 2008

Brothers,

Let me take this opportunity to welcome you to Conclave, but let me congratulate you on being part of what we hope will be a monumental Conclave in SR-7A history. It has been a long year since we have last met and now that we are together for another weekend, I ask that you make the most out of it. Both Shenandoah Lodge and SR-7A have been working hard to offer you opportunities that can be both beneficial and long-lasting. I encourage you all to take those opportunities and participate in games, competitions, and training. I also encourage you to strengthen the bonds of fellowship with not only the brothers of your lodge, but with the arrowmen of the Section. Remember the Bow of Cheerfulness and the Bowstring of Brotherhood are bound together by Service, representing our Order. Let us Test this Bow and rededicate ourselves to Cheerfulness, Brotherhood, and Service.

In WWW,

Robert Clemmer
Conclave Chairman
Shenandoah Lodge 258

www.shenandoahlodge.org

Scouting's National Honor Society



Section SR-7A
Order of the Arrow • Boy Scouts of America

April 25, 2008

Brothers,

Welcome to the 2008 SR-7A Shenandoah Lodge hosted Conclave. Many opportunities await the eager mind, as well as the eager Scouting spirit in us all. The best ideas and skills from the section and beyond have gathered all in one spot to benefit you. I encourage you to learn new things, meet new people, and experience something completely different.

Remember that this grand summit is not just about awards or competitions, but is about Brotherhood. Thus the theme for this year's Conclave is appropriately titled, "Test the Bow of Brotherhood." I challenge you to do this by meeting at least two other Arrowmen who you previously had not known. While meeting them realize they are from all different parts of Virginia, and come from varied Scouting backgrounds.

*Make Memories,
Gain Brothers,
Live the Dream.*

In WWW,
Joey Lasko
Section Chief



**Stonewall Jackson Area Council
Boy Scouts of America**

881 Hopeman Parkway • P. O. Box 811 • Waynesboro, Virginia 22980
540-943-6675 • Fax 540-943-6676
Council web site - www.stonewall.org

April 25, 2008

Dear Brothers,

Welcome to the 2008 Section SR 7-A Order of the Arrow Conclave. We are honored to have this opportunity to serve as your host lodge.

The Shenandoah Lodge 258 has been extremely busy in preparation of your visit. I am confident that I speak for all the Scout Executives of our Section 7A in expressing thanks to you for your leadership to the camping programs of Scouting and to your home troop. Your service to your respective councils and lodges is invaluable in extending a quality program to all Scouts present and future.

Please do not hesitate to let us know of any unfilled needs while at Camp Shenandoah. I hope your stay will help you rededicate yourself to the traditions of our order *Wimachatendienk, Wingolauch-sik, Witahemui*.

Yours in Brotherhood,

Don L. Ellis

Don L. Ellis
Supreme Chief of the Fire
Shenandoah Lodge 258





SCHEDULE

FRIDAY, APRIL 25, 2008

3:00 - 10:00	Registration	Camp Office
5:00 - 9:00	Light Dinner	Dining Hall
8:00	Conclave Carnival	Parade Field
10:00	Crackerbarrel	Dining Hall
10:30	COC meeting	Staff Lounge
11:00	Taps	

SATURDAY, APRIL 26, 2008

6:00	Vigil Rededication	Parade Field
6:30	Vigil Breakfast	Dining Hall
7:00	Reveille	
7:30	Red Breakfast	Dining Hall
8:00	Blue Breakfast	Dining Hall
8:30	Green Breakfast	Dining Hall
8:45	Flag Raising Ceremony	Parade Field
9:00 - 11:30	Training	Parade Field
12:00	COC Luncheon	Eppard Shelter
12:00	Blue Lunch	Dining Hall
12:20	Green Lunch	Dining Hall

12:40	Red Lunch	Dining Hall
1:00 - 5:00	Sports Competitions	Parade Field
1:00 - 5:00	Ceremony Competitions	OA Ring & Ridgway
2:00	Dance Competitions	Indian Village
4:00	Meet the Man	Chapel
4:45	Candidate Forum	Chapel
5:45	Retreat Ceremony	Parade Field
6:00	Green Dinner	Dining Hall
6:30	Red Dinner	Dining Hall
7:00	Blue Dinner	Dining Hall
7:30	Assemble for Show	Parade Field
7:45	Section Elections	Campfire Ring
8:15	Show	Campfire Ring
10:00	Block Party & Feast	Parade Field
10:30	Patch Auction	Dining Hall
10:30	COC meeting	Staff Lounge
12:00	Taps	

SUNDAY, APRIL 27, 2008

7:00	Reveille	
7:30	Red Breakfast	Dining Hall
8:00	Blue Breakfast	Dining Hall
8:30	Green Breakfast	Dining Hall
8:45	Flag Raising Ceremony	Parade Field
9:00	Chapel	Campfire Ring
10:30	COC meeting	Staff Lounge

MEAL TAGS

All Conclave delegates were issued a nametag. Your nametag also serves as your mealtag for the weekend and should be worn to all meals. The bottom of your nametag is color-coded with your meal time assignment. Please observe the following schedule to prevent long lines and crowding at the dining hall:

SATURDAY BREAKFAST

7:30 - Red
8:00 - Blue
8:30 - Green

SATURDAY LUNCH

12:00 - Blue
12:20 - Green
12:40 - Red

SATURDAY DINNER

6:00 - Green
6:30 - Red
7:00 - Blue

SUNDAY BREAKFAST

7:30 - Red
8:00 - Blue
8:30 - Green

CONCLAVE HOSTING ROTATION

2008	Shenandoah Lodge 258
2009	Wahunsenakah Lodge 333
2010	Tutelo Lodge 161
2011	Nawakwa Lodge 3
2012	Shenshawpotoo Lodge 276
2013	Blue Heron Lodge 349
2014	Shenandoah Lodge 258



Saturday Breakfast

Scrambled Eggs	Hash Browns
Sausage Gravy	Biscuits
Fruit	Cereal
Coffee	Orange Juice
Milk	

Saturday Lunch

Hamburgers	Hot Dogs
Potato Chips	Baked Beans
Potato Salad	Apple
Cookies	Bug Juice
Iced Tea	

Saturday Dinner

Roast Beef	Mashed Potatoes
Gravy	Green Beans
Corn	Tossed Salad
Rolls and Butter	Cake
Pudding	Bug Juice
Iced Tea	

Sunday Breakfast

Pancakes	Ham
Hash Browns	Cereal
Fruit	Coffee
Orange Juice	Milk

TRAINING

Training sessions are offered from 9:00 am to 11:30 am on Saturday morning. These sessions will be held in designated training areas on or near the Parade Field. All Arrowmen are encouraged to take advantage of these training opportunities and are reminded that attending 2 Training sessions is a requirement for the Participation Award.

BLOCK I (9:00 am - 9:30 am)

Training Area 1: Patch Design
Eppard Shelter: Elangomats
Training Area 2: Sash and Dash

BLOCK II (9:38 am - 10:08 am)

Training Area 1: History of the OA
Eppard Shelter: Activities
Training Area 2: Chapter Meetings

BLOCK III (10:16 am - 10:46 am)

Training Area 1: The OA and Beyond
Eppard Shelter: Service
Training Area 2: What the committees do

BLOCK IV (10:54 am - 11:24 am)

Training Area 1: Arrow Corps 5
Training Area 2: How to pick up a girl in a Scout uniform

AMERICAN INDIAN EVENTS

Native American related training sessions will be held at the Indian Village on Saturday morning according to the following schedule:

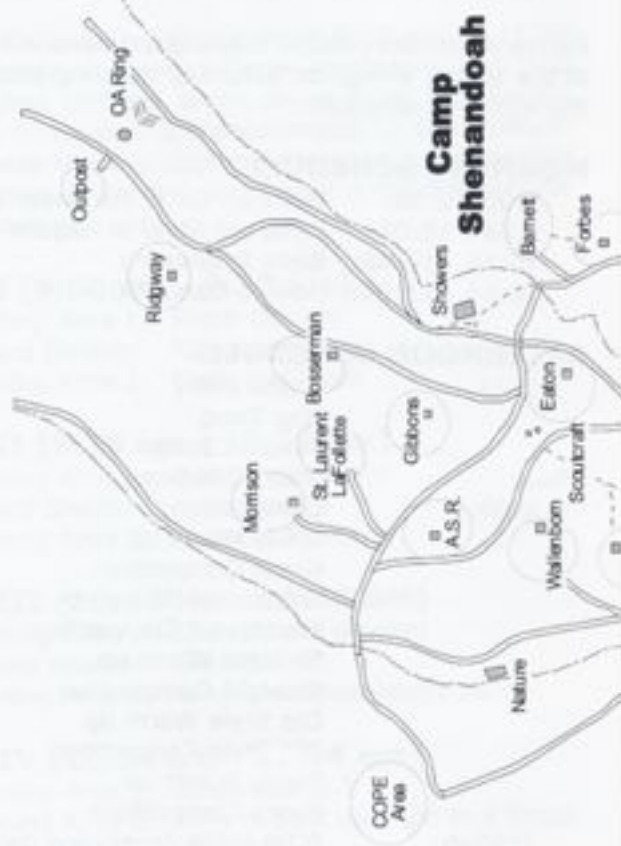
MORNING SCHEDULE:

- 9:00 - 9:30: Make an Outfit for under \$100
- 9:38 - 10:08: Different Style of Regalia
- 10:16 - 10:46: Basic Drumming
- 10:54 - 11:24: How to Dance 101

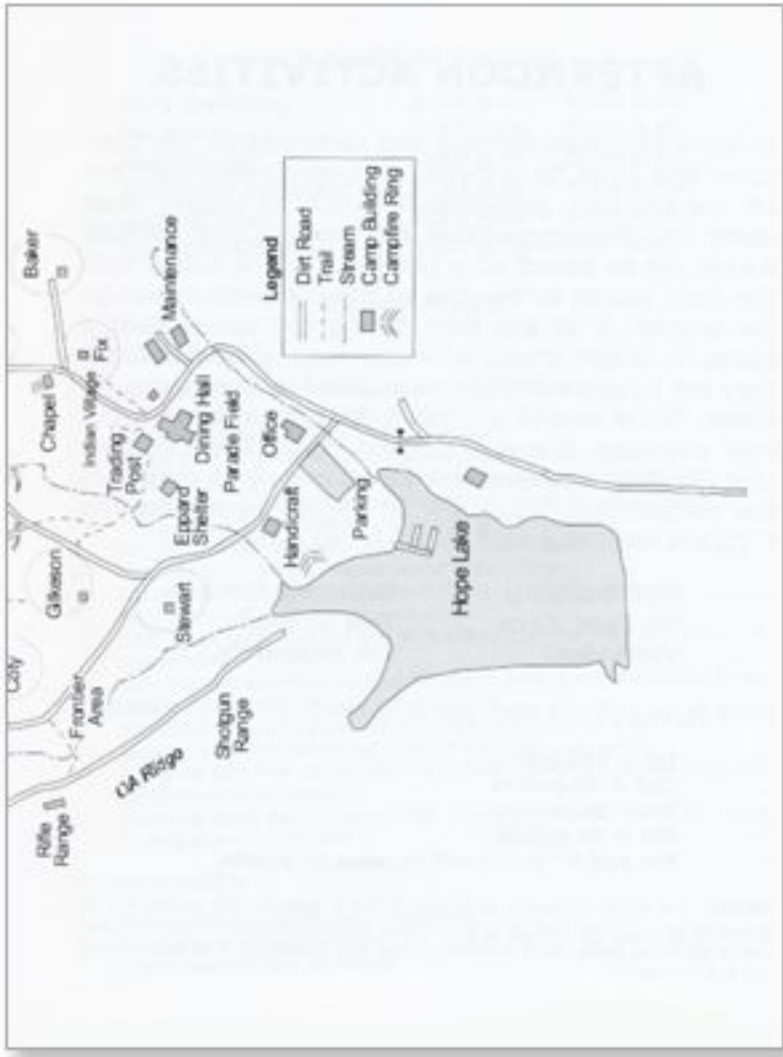
AFTERNOON SCHEDULE:

- 1:30: Grand Entry
Flag Song
Veteran Song
Intertribal Song
- 2:00: Competitions
Grass Warm up
Grass Competition
Traditional Warm up
Traditional Competition
Straight Warm up
Straight Competition
Old Style Warm up
Old Style Competition
Fancy Warm up
Fancy Competition
- 3:30ish: POW WOW (everyone dances)

CAMP SHENANDOAH MAP



ASTOROOK ACTIVITIES



AFTERNOON ACTIVITIES

In order to ensure fairness and participation, the Conclave Vice Chief for Activities and his Committee have set the following guidelines to which all Lodges must abide by. The competition for the GOLDEN ARROW Award will be based on a point scale. The Lodge with the most points at the end of the competition will be the winner! If at any time during the competition a Lodge is caught cheating in any way, shape or form, they will be automatically disqualified in that particular event. These events are being documented to ensure that everyone is on the same page. The Conclave Vice Chief for Activities will be ultimately in charge of the competition. There will be six (6) events for the GOLDEN ARROW Award. The six (6) events are:

Fire Building
5K Foot Race
Volleyball

Ultimate Frisbee
Tug of War
OA Jeopardy

Here is how much each place is worth (in each event):

1st = 100 points
2nd = 75 points
3rd = 50 points
4th = 25 points
5th and 6th place will receive no points.

NOTE: If a lodge competes in 5 out of the 6 events, 500 points will be added to your score! This is to encourage Lodge Participation. Even if your Lodge does not have many members, just by competing, it is like winning 1st in five events!

Schedule of Events

Fire Building:	1:00 p.m. - 1:30 p.m.
5K Race:	1:40 p.m. - 3:00 p.m.
Volleyball:	1:40 p.m. - 3:00 p.m.
Ultimate Frisbee:	3:10 p.m. - 4:20 p.m.
Tug of War:	4:30 p.m. - 5:00 p.m.
OA Jeopardy:	4:00 p.m.- 5:00 p.m.

Event Rules

FIRE BUILDING

1. All players must be under twenty-one (21) years of age.
2. A team shall consist of up to eight (8) players.
3. A team shall be lead by a Team Captain.
4. Forfeit time is the scheduled starting time of the contest.
5. A team may not participate with less than four participants.
6. A team must have their team present and ready to play or forfeit.
7. This will be a timed event - maximum of 15 minutes.
8. Each team may have the use of one pocket knife.
9. No preliminary preparation of wood is permitted.
10. Suitable firewood will be available in the immediate area.
11. Each Team will gather their own wood.
12. Each Team may start the fire with either matches, flint and steel, OR with friction.
13. Each match used after the second match adds 2 minutes to the Team total time.
14. Starting a fire by flint and steel will add 20 points to your score.
15. Starting a fire by friction will add 40 points to your score.
16. Standard BSA Fire safety and the proper use of the pocket knife will be followed at all times.
17. The clock stops for the team when a string 3 feet above the fire lay is burned in two by the fire.

5K RUN/WALK

1. Both youth and adults may participate.
2. Since this is a race for individuals, there can not be more adults than youth representing the Lodge.

3. A team will consist of a minimum of 2 participants per Lodge.
4. A team shall have a Team Captain.
5. Forfeit time is the scheduled starting time of the contest.
6. A team may not participate with less than two runners.
7. A team must have their team present and ready to run or forfeit.
8. The course will be marked and guidance will be given prior to the start of the race.
9. The participant may run or walk; however, they must complete the run to earn points for the GOLDEN ARROW Award.

VOLLEYBALL

1. There shall be no more than two (2) adults on any team.
2. A team will consist of six (6) players.
3. A team may have up to four (4) substitute players.
4. A team shall have a Team Captain.
5. Forfeit time is the scheduled starting time of the contest.
6. A team may play a game with as few as four (4) players.
7. In order to claim a forfeit, a team must have their team present and ready to play.
8. If neither team is able to field the minimum number of players, a double forfeit will be declared.
9. A toss of a coin will determine which team has the choice of either:
 - A. serving first or
 - B. side of court.
11. The first round match shall consist of one game to 21 points. (Rally Scoring)
12. The second match and beyond will be the best two out of three games to 15 points. (Rally Scoring)
13. Each team is allowed one 30 second time-out per game.
14. Time-outs can be requested only when the ball is dead.
15. The first server shall be the right back player.
16. The server may not step over the service line until the ball has been contacted.
17. "Side-out" is declared when a served ball hits the net.
18. Each player must remain in position within the boundary lines of the court until the ball has been contacted by the server.
19. Rotation shall be in a clockwise direction.
20. The serve must cross over the net without touching it.
21. The server must wait for a whistle from the referee before serving.
22. The ball must pass between the net poles when it crosses the net, and in three or less hits.

23. It is permissible to run out of bounds to play the ball.
24. A player may play the ball twice during a volley but not twice in succession, unless played directly off a legal block.
25. It is legal to contact the ball with any part of the body above the waist as long as the ball rebounds immediately.
26. When a ball touches a boundary line, it is considered good.
27. A ball hit into the net by a team may still be kept in play provided the net is not touched by any player.
28. No player may contact the net. If two opposing players touch the net simultaneously, the ball is declared dead and the point will be re-played.
29. Blockers may reach over the net; however the blocker(s) shall not contact the ball on the opponent's side of the net until after the completion of the opponent's action which sends the ball toward the blocker's side.
30. The team that has affected the block shall have three (3) more contacts. The blocker has the right to make the first of three (3) allowable hits.
31. A spiker must contact the ball on their side of the net but may in the follow-through reach over (but not touch) the net.
32. This will be a single elimination competition. The first team to score 15 points wins the game. However, you must win by two points. Either the serving or receiving team may score. All standard volleyball rules will be applied.

ULTIMATE FRISBEE

1. There shall be no more than two (2) adults on any team.
2. A team will consist of six (6) players.
3. A team may have up to four (4) substitute players.
4. A team shall have a Team Captain.
5. Forfeit time is the scheduled starting time of the contest. If a team is not present and ready to play within five (5) minutes of the scheduled starting time, a forfeit will be declared.
6. A team may play a game with only five (5) players.
7. In order to claim a forfeit, a Team Captain must have their team present and ready to play.
8. If neither team is able to field the correct number of players, a double forfeit will be declared.
9. The games will tentatively consist of two twenty (20) minute halves (running clock) separated by a ten (10) minute half time period. The

length of time allocated for games is subject to change depending on the number of teams competing.

10. During play the clock will stop only for time outs and injuries.
11. In the event of a tie after regulation play, a five (5) minute (running clock) overtime period will be allowed to determine the winner of the contest. If necessary, additional overtime periods will be played until a winner can be determined.
12. Each team is allowed three (3) one minute time-outs per game which may be taken at any time. One additional time-out per overtime period will be allowed, but may not be cumulative.
13. Playing Field shall be 50 yards long by 20 yards wide.
14. Goals shall be on each end 10 yards long by 20 yards wide in addition to the Playing Field.
15. To begin one team will Toss-In from sideline of midfield; the team will be determined by a coin flip prior to beginning of game, the loser of the coin flip will determine which goal to defend and will have Toss-In for the beginning of the Second Half.
16. Players must throw Frisbee to teammates to advance Frisbee towards goal.
17. Defending team must give thrower one yard circle to throw Frisbee.
18. A Frisbee in flight is fair and open Frisbee for anybody to catch/ knockdown.
19. A team loses possession of Frisbee if:
 - A. Frisbee touches ground.
 - B. Frisbee goes out-of-bounds.
 - C. Frisbee is caught by opposing team.
 - D. Player runs with Frisbee.
 - E. Tackling/Knocking down opponent.
 - F. Defending team wins tie-ups.
22. A goal is scored when a player catches the Frisbee in their opponents end zone.
23. A goal counts one (1) point.
24. Decision of the Judge/Referee is final.
25. Malicious intent to harm shall be penalized by disqualification of player.

TUG OF WAR

1. All players must be under twenty-one (21) years of age.
2. A team shall consist of eight (8) players.
3. A team may have up to four (4) substitute players.
4. A team shall be led by a Team Captain.

5. Forfeit time is the scheduled starting time of the contest.
6. In order to claim a forfeit, a team must have their team present and ready to play.
7. A straight forward game of strength played over three separate pulls (in round-robin).
8. A maximum of 8 players per pull.
9. A total of 4 players may be substituted during the breaks for each of the second and third pulls.
10. One hand of each person must be kept upon the rope at all times.
11. Team total weight should not exceed 1,500 pounds.
12. Additional Pulls may be required to break ties.

OA JEOPARDY

1. There shall be no more than one (1) adult on any team.
2. A team will consist of five (5) players.
3. A team shall have a Team Captain.
4. Forfeit time is the scheduled starting time of the contest.
5. A team may not participate with less than four youth participants.
6. A team must have their team present and ready to play or forfeit.
7. The OA Jeopardy game will be play just like the TV version.
8. Questions are timed with a buzzer - after which the question is void.
9. Judges will determine the raising of hands for answers - a minimum of three floor judges.
10. Correct answers add the point value and incorrect answers deduct the point value for the team.
11. A team judge will keep track of each Team's point value.
12. During FINAL Jeopardy a team may wager all or none of the available points.
13. Final Total team point values will determine ranking for 1st, 2nd, 3rd and 4th place.
14. A board of 3 judges will determine correct answers.
15. Decision of the Judges is final.
16. The Five Categories are:

A. OA BASICS	D. OA LODGE
B. ORDEAL	E. OA HISTORY
C. BROTHERHOOD	
17. Sources for questions will come from: OA Handbook, Boy Scout Handbook, Guide to Ceremonies and Inductions, Guide for Officers and Advisers, Field Operations Guide, and BSA Insignia Guide.

CAMPSITE ASSIGNMENTS

Nawakwa:	Coty & Wallenborn
Tutelo:	Gibbons & Bosserman
Shenandoah:	Fix & Baker
Shenshawpotoo:	Forbes & Barnett
Wahunsenekah:	Gilkeson & Stewart
Blue Heron:	Eaton & ASR

TRADING POST SCHEDULE

Conclave 2008, host lodge and Camp Shenandoah merchandise will be available at the Trading Post. Also, Conclave pre-orders will be picked up by each lodge Friday evening and distributed by the individual lodges. The Trading post will observe the following schedule throughout Conclave 2008:

Friday, April 25, 2008

4:00 pm - 10:00 pm

Saturday, April 26, 2008

7:00 am - 9:00 am

12:00 pm - 7:30 pm

Sunday, April 27, 2008

8:00 am - 12:00 pm



SPIRIT AWARD REQUIREMENTS

The Spirit Award is to be presented to the lodge deemed to exhibit the most spirit at Conclave 2008 based on the following criteria:

1. Creative and enthusiastic support of the Conclave program by the entire Lodge
2. Demonstration of Scouting spirit by entire Lodge (including each point of the Scout Law)
3. Proper uniforms worn when appropriate
4. The Lodge provides a food item for the Saturday night block party

A caucus of the lodge chiefs and section officers will decide the recipient of the Spirit Award Saturday night, and no one can vote for their own lodge.



CONCLAVE LEADERSHIP

Conclave Chairman

Robert Clemmer

Conclave Adviser

Shane Eppard

Section Chief

Joey Lasko

Section Vice Chief

C. J Holmes

Section Secretary

Martin Clemmer

Section Adviser

Herb Smith

Assoc. Section Adviser

Ben Mathis

Section Staff Adviser

Ken Lyons

Service Lodge Chief

Zach Hunsberger

Service Lodge Adviser

Mike White

Service Staff Adviser

Howard Davis

Supreme Chief of the Fire

Don Ellis

Activities CVC

Ian Gibson

Arrowman Development CVC

Marcus Yancey

Camping Promotion & High Adventure CVC

Andrew Smith III

Ceremonies CVC

Nick Powers

Indian Affairs CVC

Alex Mayes

Shows CVC

Brad Nissen

Special Events CVC

Patrick Turner

Facilities Chairman

Pete Echols

Health & Safety Chairman

Ryan Folweiler

Hospitality Chairman

Zach Hunsberger

Parking Chairman

Martin Clemmer

Publications Chairman

Preston Murrell

Registration Chairman

Chris Brantley

Trading Post Chairman

Ben Umstead

Vigil Chairman

Kevin VanPelt

Activities Adviser

Thomas Warren

Arrowman Development Adviser

Pat Costa

Camping Promotion & High Adventure Adviser

Andrew Smith IV

Ceremonies Adviser

Gary Huff

Indian Affairs Adviser

Jim Richards

Shows Adviser

Dr. Richards Miller

Special Events Adviser

Lewis Kingston

Facilities Adviser

R. C. Hartman

Health & Safety Adviser

Jen Hunter

Hospitality Adviser

Duane & Debbie Overton

Parking Adviser

Chip Hunsberger

Publications Adviser

Nick Hartman

Registration Adviser

Steve Hammond

Trading Post Adviser

Tom Greenwood

Vigil Adviser

David Pratt

Food Service Adviser

Paul Willey

3 161 258 276 333 349

PARTICIPATION AWARD

The Participation Award was established to recognize those Arrowmen who participate fully in the Conclave 2008 experience. The Participation Award is a pin that accompanies your Conclave delegate patch.

The awards will be available beginning Saturday afternoon in the Trading Post at no cost. Upon completing the requirements, please bring your Passport to the Trading Post to receive your Participation Pin.

Pledge to turn in your evaluation form (Lodge Chief signature required)	
Attend a training session (Trainer signature required)	
Attend a second training session (Trainer signature required)	
Attend a third training session (Trainer signature required)	
Participate or watch any 3 events during Conclave [Golden Arrow, Ceremonial, or Dance] (Lodge Chief signature required)	

Obtain a signature from a member of Nawakwa Lodge 3	NOTE
Obtain a signature from a member of Tutelo Lodge 161	
Obtain a signature from a member of Shenandoah Lodge 258	
Obtain a signature from a member of Shenshawpoto Lodge 276	
Obtain a signature from a member of Wahunse-nekah Lodge 333	
Obtain a signature from a member of Blue Heron Lodge 349	
Obtain a signature of any other Lodge Chief other than your own	
Obtain the signature of a Section Officer	

