

CONCLAVE '96

Southern Region Section Six-B

Passport and Conclave Guide



April 26-28, 1996 Camp Buck Toms
"Seek to Serve"

OBLIGATION OF THE
ORDER OF THE ARROW

I do hereby promise on my honor as a Scout, that
I will always and faithfully observe and preserve
the traditions of the Order of the Arrow,
Wimachtendienk, Wingolauchsik, Witahemui. I
will always regard the ties of brotherhood in the
Order of the Arrow as lasting, and will seek to
preserve a cheerful spirit, even in the midst of
irksome tasks and weighty responsibilities, and
will endeavor, so far as in my power lies, to be
unselfish in service and devotion to the welfare
of others.

SOUTHERN REGION

SECTION SIX B

Conclave '96

"Seek to Serve"

Hosted by:

Pellissippi Lodge 230
Great Smoky Mountain Council

Camp Buck Toms
Rockwood, Tennessee

April 26-28, 1996
ORDER OF THE ARROW-BSA

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SR-6B HISTORY

The Great Southern Region Section Six B was formed as a result of the break-up of SR-6 at the 1993 National Jamboree. The six lodges from our section that originally made up SR-6 are: Tutelo, #161, Shenandoah #258, and Shenshawpotoo #276 from SE-8; and Sequoyah #184, Pellissippi #230, and Kawida #480 from SE-6. The new section held its first Council of Chiefs in October of 1993, where Conclave plans were made and section officers were elected. The first SR-6B Conclave was held on April 22-24, 1994 at Camp Shenandoah. Over 350 Arrowmen were in attendance. Special guests included Southern Region Chief Rob Berner from Waco, Texas. Conclave '94 will always be remembered for the spectacular show about the Cherokee Indian Sequoyah that was performed Saturday night. At the 1994 National OA Conference, the section held a party with over eighty Arrowmen in attendance. The section has received the Southern Region Honor section Award twice in its short history and is ranked in the top three in the nation.

SR-6B CONCLAVE ROTATION

1997 Kawida #480	2000 Shenandoah #258
1998 Tutelo #161	2001 Sequoyah #184
1999 Shenshawpotoo 276	2002 Pellissippi #230

LETTER FROM THE SECTION CHIEF



Dear Brothers,

I am honored to be among the first to welcome you to the 1996 SR-6B Conclave. Conclave '96 promises to be one of the most exciting, innovative, and program oriented Conclaves that this Section has ever seen. The Section Officers, Conclave Vice Chiefs, the Host Lodge and I are very excited about this Conclave and guarantee that this event will leave you energized about the Order of the Arrow and Scouting. This year you will see many new additions to the Conclave program as well as time-tested traditional events. Our Conclave is the high point in our section year, a time of fellowship, competition, training, and brotherhood. I challenge everyone to take full advantage of what this weekend has to offer. I'm looking forward to meeting and talking with everyone this weekend.

Yours in the Wimachtendienk,

Mike White
Mike White
SR-6B Chief

CONCLAVE KEY STAFF

Mike White Section Chief	Harry Montoro Shows Adviser	Don Lee Facilities Adviser
Bobby Phillips Section Vice-Chief	Jack Brandt Special Events CVC	Jack Watson Facilities Adviser
Brian DeBord Section Secretary	Gary Huff Special Events Adviser	Chad Thompson First Aid Chairman
Larry Leach Section Adviser	Lee Alford Conclave Chairman	Jim Thompson First Aid Adviser
John Demuth American Indian Events CVC	Reed Dixon Conclave Adviser	Bobby Duncan Food Services
Randy English American Indian Events Adviser	Phil Breedlove Conclave Adviser	Ed Hargis Food Services
Tim Self Arrowman Development CVC	Brian Gossett Host Lodge Chief	Nathan Forbes Gear to Campsite Chair.
Z. Cannon Arrowman Development Adviser	William "Doc Rooney" Host Lodge Adviser	Paul Boyer Gear to Campsite Adv.
Richard Hughes Ceremonies CVC	Blair Watkinson Commissioner Chair.	Andy Lombardo Registration Chairman
Larry Edwards Ceremonies Adviser	George LeCrone Commissioner Adv.	Ray Dyke Registration Adviser
Marshall Prewitt Quest Events CVC	Gene Lynch Concessions Chairman	Josh Blaire Security Chairman
Bernie Reddy Quest Events Adviser	Lee White Concessions Adviser	Dave Talley Security Adviser
Scott Smith Shows CVC	John Dixon Facilities Chairman	Steven Lee Trading Post Chairman
	Lance Dunaway Facilities Adviser	John Nelson Trading Post Adviser

FIRST AID



Welcome to all Conclave participants,

PLEASE NOTE: IF YOU HAVE A LODGE MEMBER WHO HAS A SPECIAL MEDICAL PROBLEM, PLEASE GIVE THEIR MEDICAL FORM TO THE FIRST AID REPRESENTATIVE AT THE REGISTRATION AREA. IF YOU DO NOT HAVE A SPECIAL MEDICAL FORM WITH YOU, PLEASE PROVIDE: NAME, LODGE, CAMPSITE, AND NATURE OF PROBLEM TO REPRESENTATIVE.

IF YOU HAVE MEDICATIONS THAT REQUIRE SPECIAL STORAGE PLEASE TAKE THEM TO THE HEALTH LODGE.

We want your stay at Buck Toms to be a safe and healthy experience. So we ask that you observe and follow the rules listed below:

Camp Buck Toms is blessed with an abundance of rocky roads, steep hills, and steep watery banks. Therefore we ask that you limit your running to the fields of competition.

With the warm weather comes the bugs, bees, scorpions, and snakes. We have our share of copperheads too! If you see a snake, do not try to kill it! Notify personnel at the headquarters area. Always check your area where you camp for scorpions, snakes, etc. Also, be sure to check inside your shoes before you put them on for scorpions or other critters. When traveling through camp stay on the trails. Try to always walk with a friend in case of emergency.

The health lodge is located in the southwest end of the Training Center. However, First aid personnel will be stationed throughout camp at certain times. You can identify them by their armband.

We hope that your stay at Buck Toms will be filled with good fellowship and health. If we can be of service to you in any way, please don't hesitate to ask.

Chad Thompson
Chad Thompson
First Aid Chairman

Jim
James E. Thompson
First Aid Adviser

CONCLAVE CODE OF CONDUCT

- ♣ The lakefront area is off limits at all times
- ♣ All delegates must wear their Class A uniforms during dinner and the flag ceremonies. Class B must be worn at all other times
- ♣ Alcohol, tobacco, firearms, and non prescription drugs are not allowed period. Prescription drugs are to be left at the Health Lodge for safekeeping.
- ♣ All Arrowmen must observe the Scout Oath and Law, the Explorer code and the OA Obligation.
- ♣ If an Arrowmen's behavior does not meet expectations, disciplinary actions will be taken without hesitation.
- ♣ Facilities have been arranged for Patch trading at the Dan Beard area. No selling of any patches!

TRADING POST SCHEDULE

Friday

4:00 P.M. Opens
11:00 P.M. Closes

Saturday

9:00 A.M. Opens
12:00 P.M. Closes
1:00 P.M. Opens
5:00 P.M. Closes

Saturday (continued)

10:00 P.M. Opens
11:00 P.M. Closes

Sunday

9:00 A.M. Opens
10:00 A.M. Closes

NOTE: PREORDERS CAN BE PICKED UP AT THE TRADING POST DURING BUSINESS HOURS

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CONCLAVE MENU

Friday Crackerbarrel

Cookies	Pretzels
Cheese	Kool-Aid
Bologna	Coffee
Crackers	Iced Tea

Saturday breakfast

Eggs	Sausage
Grits	Biscuits and Gravy
Coffee	Orange Juice
Milk	

VIGIL BREAKFAST *

Eggs	Biscuits and Gravy
Pork Tenderloin	Milk
Coffee	Orange Juice

Saturday Lunch

Chicken Sandwiches	Kool-Aid
Baked Beans	Coffee
Chips	Iced Tea
Cookies	

Saturday Dinner

Steak	Banana Pudding
Whipped Potatoes	Kool-Aid
Green Beans	Coffee
Tossed Salad	Rolls
Iced Tea	

Sunday breakfast

French Toast	Milk
Sausage	Coffee
Oranges	Orange Juice

* This meal is for Vigil Honor Members Only and it costs \$5.00

Conclave '96 "Seek to Serve"

SCHEDULE OF EVENTS

Friday April 26, 1996

5:00 Registration begins
 8:00 Movie in Training Center
 10:00 Ice Cream Social/ Crackerbarrel in Dining Hall
 10:30 Council of Chiefs Meeting in Training Lodge
 10:45 Ceremonies Judges Meeting in Training Lodge
 Arrowman Development Trainer Meeting in Training Lodge
 Shows Committee Meeting in Dining Hall
 VIP Meeting in Dining Hall

11:00 Taps

Saturday April 27, 1996

6:30 Vigil Rededication Ceremony at Archery Range
 6:30 Vigil Breakfast in Dining Hall
 7:00 Reveille
 7:25 Flag Ceremony at Flagpoles
 7:30 Breakfast in Dining Hall
 8:30 Quest Judges Meeting
 9:00-11:45 Arrowman Development Training Sessions at Training Center and Parade Field
 9:00-11:45 American Indian Training Sessions at Indian Village
 9:00-11:45 Preordeal Competition at campsite 19 and at the Scoutcraft Area
 12:00 Lunch in Dining Hall
 1:30 Meet the Men in Training Center
 1:30 Brotherhood Competition at campsite 19 and at the Scoutcraft Area
 1:30 Dance Competition at Indian Village
 1:30-5:00 Quest for the Golden Arrow Volleyball court and at the Activities Field
 5:50 Flag Ceremony and Assembly at Flag Poles
 6:00 Dinner in Dining Hall
 7:30 Show in Dining Hall
 9:00 Section Block Party on Parade Field
 Patch Auction in Training Center

11:00 Taps

Sunday April 28, 1996

6:30 Reveille
 6:50 Flag Ceremony at Flagpoles
 7:00 Breakfast in Dining Hall
 8:30 Chapel Service at Chapel Area
 9:00 Section Business Meeting and Election of Officers in Chapel Area
 9:30 Depart as Brothers

AMERICAN INDIAN EVENTS

Indian Village

Welcome to Conclave. We hope you will come by the Indian Village this weekend and observe what it has to offer you. There is a trader located at the Indian Village. This year he will be selling items for your dance outfit and ceremonies regalia. This year we are holding a crafts competition. Anyone may bring in a craft to the Indian village. We are dividing the competition into two groups: youth and adults. Judging will be held from 11:00-12:00 P.M. on Saturday afternoon. So bring your crafts to the Indian village!

Yours in the Brotherhood,

John Demuth
American Indian
Events CVC

Dance Competition

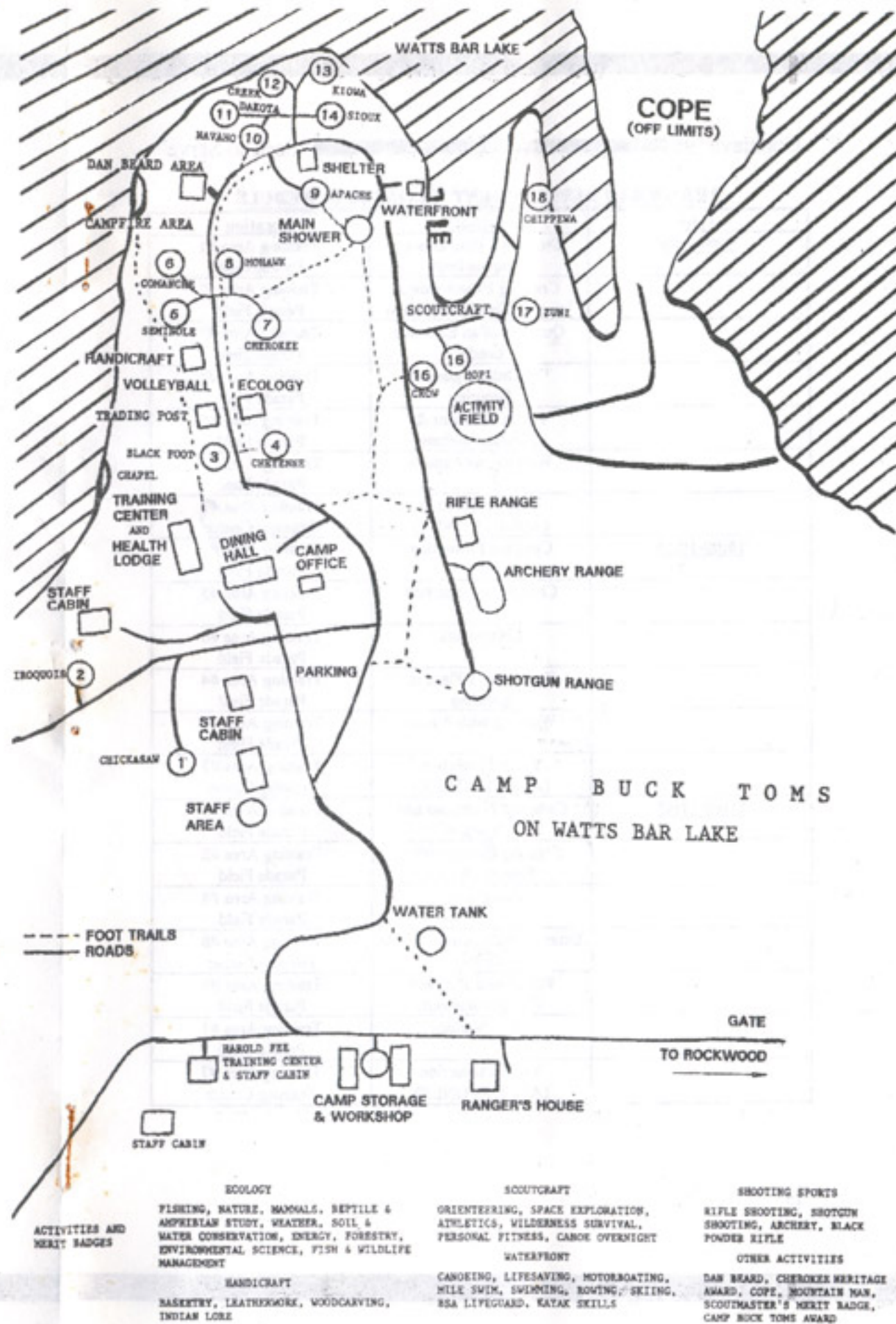
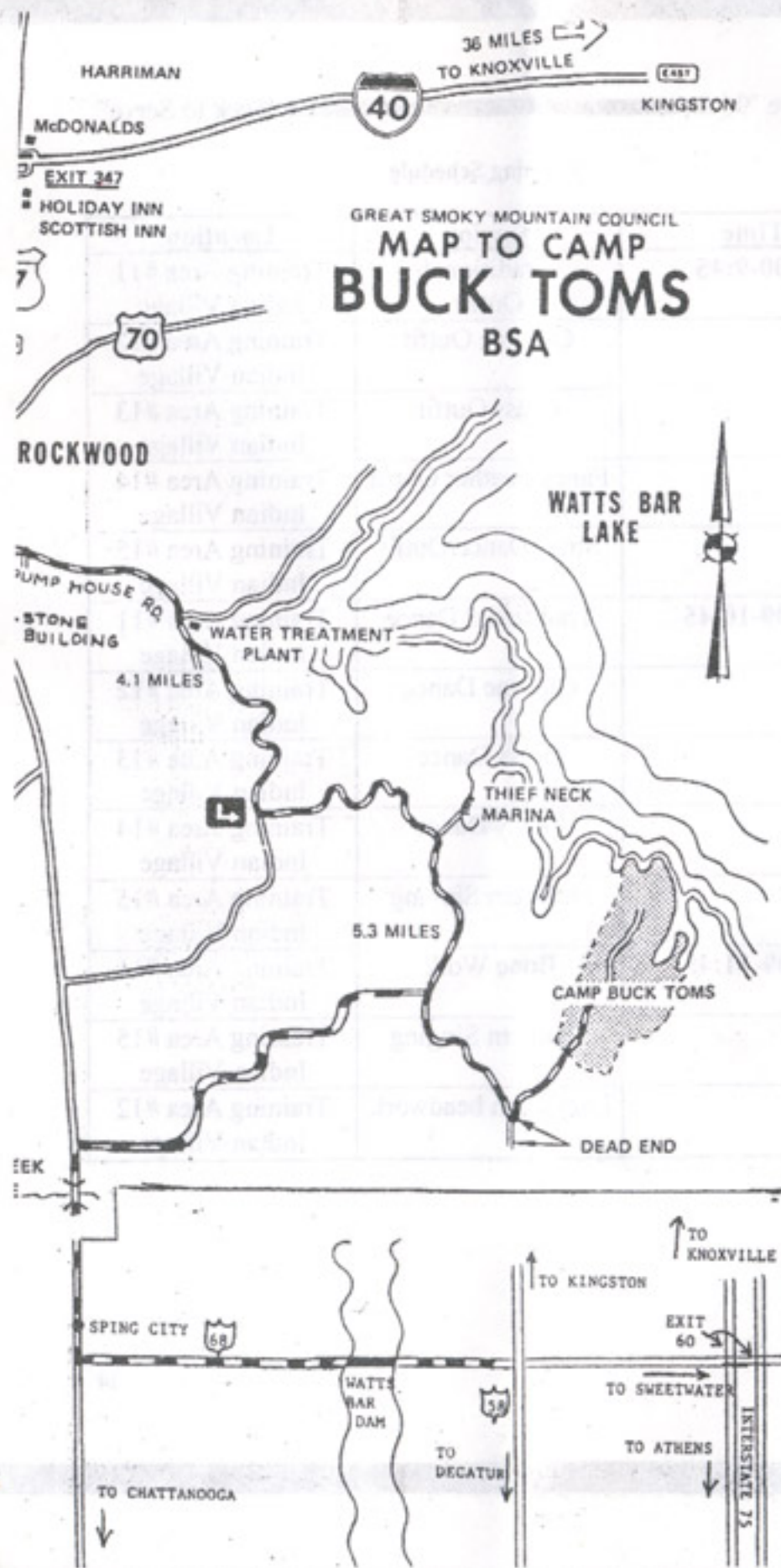
The Dance competition will begin at 1:30 P.M. on Saturday and will be held at the Indian Village. Cedar Boxes will be awarded to the first place winners in each category and ribbons will be awarded to the top three dancers in each category.

Singing Competition

The singing competition will begin at 2:30. Ribbons will be awarded to the top three teams.

Training Schedule

<u>Time</u>	<u>Session</u>	<u>Location</u>
9:00-9:45	Traditional Outfit	Training Area #11 Indian Village
	Oldtime Outfit	Training Area #12 Indian Village
	Grass Outfit	Training Area #13 Indian Village
	Fancy Feather Outfit	Training Area #14 Indian Village
	Strait Dance/Outfit	Training Area #15 Indian Village
10:00-10:45	Traditional Dance	Training Area #11 Indian Village
	Oldtime Dance	Training Area #12 Indian Village
	Grass Dance	Training Area #13 Indian Village
	Fancy Dance	Training Area #14 Indian Village
	Northern Singing	Training Area #15 Indian Village
11:00-11:45	Bone Work	Training Area #11 Indian Village
	Southern Singing	Training Area #15 Indian Village
	Lazystitch beadwork	Training Area #12 Indian Village



ARROWMAN DEVELOPMENT TRAINING SCHEDULE

Time	Session	Location
9:00-9:45	Creating a Where-to-go Camping book	Training Area #1 Parade Field
	Creating Events with a program for all Arrowmen	Training Area #2 Parade Field
	Qualities of an Effective Leader	Training Area #3 Parade Field
	The Order's place in Scouting	Training Area #4 Parade Field
	Public Relations & Communications	Training Area #5 Parade Field
	Working with adults	Training Area #6 Parade Field
	Youth Protection (ADULTS ONLY)	Training Area #7 Training Center
10:00-10:45	Camping Promotion	Training Area #1 Parade Field
	Chapter Organization	Training Area #3 Parade Field
	Elangomats	Training Area #6 Parade Field
	The Order's Place in Scouting	Training Area #4 Parade Field
	Working with Adults	Training Area #5 Parade Field
11:00-11:45	Youth Protection (ADULTS ONLY)	Training Area #7 Training Center
	Camping Traditions and Spirit	Training Area #3 Parade Field
	Creating Events with a Program for all	Training Area #2 Parade Field
	Elangomats	Training Area #4 Parade Field
	External Perspectives on the Order	Training Area #8 Training Center
	Public Relations and Communications	Training Area #5 Parade Field
	Unit Elections	Training Area #1 Parade Field
	Youth Protection (ADULTS ONLY)	Training Area #7 Training Center

CEREMONIES

Competition

- 1) The lodge must have a current year's charter from the national office
- 2) All team members must be from the same lodge entering the team, with their current year's dues paid, and must be registered, active members of the Boy Scouts of America.
- 3) Each team participant must be under twenty-one years of age.
- 4) Lodges may submit more than one team for competition. However, individuals may perform with only one team in a category. (An individual may compete in both Preordeal and Brotherhood Ceremonies but not on two Preordeal teams.)
- 5) The ceremony team must be an active team performing ceremonies within the lodge ("all-star teams" are not allowed.)
- 6) Each participant in the ceremony competition must be in American Indian dress. All characters should be of the same tribe so as to blend in with each other. No face paint, body paint, or wigs are permitted. Any display of disrespect, carelessness, and/or gross inappropriateness may be cause for disqualification of the team for competition.
- 7) The following props will be provided for lodges to use during the competition: fire lays and torch cans. Other props, as required, are to be provided by the lodge at the time of competition (like bow, bowstring, etc). Teams may provide whatever props they wish and may use any extras that they feel will enhance their performance (such as a drummer, stand-in candidates, etc).
- 8) In order to compete, each lodge must provide one youth and one adult judge who attend the Trainers meeting at 10:45 on Friday night. All teams must have preregistered for the ceremonies competition.
- 9) Judging teams will be based upon the following: expressiveness, speech, motion, mannerisms, understandability, accuracy, and memorization. In addition lodges will be judged on teamwork, smoothness, effectiveness of staging techniques, costuming, and the complete impression the team creates.
- 10) The prizes for taking first place both as a team and individually in the Preordeal competition are beaded medicine bags. Plaques will be awarded to the team and individuals who score first in the brotherhood competition.

MEET THE MEN

This session, which will be held at the Training Center, is a question and answer session with some of the most influential people in the OA. Special guests include:

Brian DeBord
SR-6B Section Secretary
Jim Dalton
SR Personnel Director
H. Doug Ferguson Doug Ferguson III
1992 South Eastern Region Chief
Howard Olson
Area 6 OA Advisor
Bobby Phillips
SR-6B Section Vice-Chief
Charlie Sullivan
Member of the National OA Executive Committee
Mike White
SR-6B Section Chief

WEATHER

The expected forecast for Conclave is supposed to be:

Friday: Times of clouds and sun; a shower or two. High 69 Low 46.

Saturday: Partly to mostly sunny and much cooler. High 62. Low 40.

Sunday: Abundant Sunshine and cool, clouds later. High 68. Low 42.

The weather in East Tennessee is unpredictable and often can change quickly. All Arrowman are strongly urged to be prepared for rain.



QUEST FOR THE GOLDEN ARROW

General Rules

1. Each lodge must provide three judges. Judges must be adults. All judges must be present at the Judges meeting at 9:00 a, on Saturday. If your judges are not present at the Judges Meeting, your lodge will be disqualified from the Quest Events.
2. Each Team Captain must be present at the Quest Meeting on Saturday morning. The Team Captain does not have to be the Lodge Chief.
3. Soccer has been replaced with three-on-three basketball. Each game will consist of two twelve minute halves. You may have as many subs as you want. Regulars of basketball will be enforced, but no dunking or hanging on the rim.
4. There will be no holding up of any game due to players being involved in other sporting events. If your lodge advances in more than one sport, they will have to field a team for both sports. If the need for additional players becomes apparent, in order for your lodge to compete, you will be allowed to recruit other folks.
5. Volleyball and basketball teams will be limited to one adult participant in the game at a time.
6. Volleyball will be limited to six players on the court. Basketball will be limited to three players on the court. There may be unlimited subs.
7. The weight limit for the Tug of war will be 1000 pounds.
8. There is a twenty minute time limit on Volleyball and Tug of War. In the event of a tie, the team that scores first will be the winner of the event.
9. If there is a conflict or interference by players, subs or bystanders on the sidelines during any event, the Judges will resolve the conflict. There will be absolutely NO arguing with a referee or Quest Staff member. The result of any such conflict may end in disqualification in that event for the lodge or lodges involved.
10. In the event of a forfeit or disqualification involving any event, no points will be awarded to the lodge that forfeits or is disqualified.
11. Horseshoes is an adult event and will be ongoing throughout the day. This event will be at the Quest Field(?)
12. Lodge planbooks and newsletters must be turned in to the Quest Staff when your lodge registers on Friday night. A member of the Quest Staff will be at registration to accept these items. These items will be returned during the show on Saturday night.

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13. Walking Staves must be turned in at the Trading Post by noon on Saturday.

Scoring.

Scoring for each Quest Event will be as follows:

1st place- 10 points

2nd place-9 points

3rd place- 8 points

4th place 7 points

5th place- 6 points

6th place- 5 points

Quest Events

Scouting Events:

Planbook Competition

Stretcher Race

Newsletter Competition

OA Jeopardy

Walking stave competition

Fire Building

Non-Scouting Events:

Volleyball

Marathon

Basketball

Hackey Sack

Tug of War

Kim's game

Horseshoes

Holey Drum

Rifle Competition

Archery Competition

General Guidelines:

All lodge members not taking part in a particular event must remain outside of the Quest Area.

All participants must be under 21, unless specified otherwise. The Decision of the CVC of Quest Events will be final in all matters concerning the Quest.

Time Schedule for all events:

Friday at Registration Planbook

Newsletter

Any Time Saturday

Horseshoes

before 5:00 P.M.

Noon Saturday

Walking Staves

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1:30-4:00 P.M.

Volleyball

Rifle competition

Basketball

Archery Competition

Tug of War

4:00-5:00 P.M.

Kim's Game

Holey Drum

Stretcher Race

Fire building

Hackey Sack

OA Jeopardy

Holey drum

Fire Building

Game #1 1:30-2:00

Game #4 3:00-3:30

Game #2 2:00-2:30

Game #5 3:30-4:00

Game #3 2:30-3:00

Volleyball Game #1 480 vs. 161

Game #2 276 vs. 230

Game #3 258 vs. 184

Game #4 Winners of Games 1 & 2

Game #5 Winners of Games 3 & 4

Basketball Game #1 184 vs. 276

Game #2 480 vs. 258

Game #3 161 vs. 276

Game #4 Winners of Games 1 & 2

Game #5 Winners of Games 3 & 4

Tug of War Game #1 230 vs. 258

Game #2 184 vs. 161

Game #3 480 vs. 276

Game #4 Winners of Games 1 & 2

Game #5 Winners of Games 3 & 4

Rifle and Archery competition will take place between 2:00-3:30 p.m.

Kim's Game 4:00-4:10

OA Jeopardy 4:30-4:40

Stretcher Race 4:10-4:20

Holey Drum 4:40-4:50

Hackey Sack 4:20-4:30

Fire Building 4:50-5:00

GENERAL INFORMATION

Tents

Conclave Participants are responsible for providing their own tents during the Conclave. Please ensure that all youth protection guidelines are followed.

Vehicles

All vehicles must be parked in the camp parking lot. The drivers of these vehicles should expect to park their cars on Friday and not use them again until they leave on Sunday. A camp truck will be available to haul equipment to each campsite. Persons bringing vehicles to camp are reminded that although security will be provided, neither Great Smoky Mountain Council, nor Pellissippi Lodge will be held responsible for lost or stolen items. Please lock your vehicles.

Lost and Found

A Conclave lost and found will be the run by the Security committee. It will be located in the Slab. Once Conclave is over all lost and found items will be taken to the Council Office.

Important Phone Numbers

Great Smoky Mountain Council Office	(423)588-6514
Great Smoky Mountain Council Fax Number	(423) 588-3728
Camp Buck Toms	(423) 354-4740
Camp Buck Toms Fax Number	(423) 354-6334

ITEMS FOR SCAVENGER HUNT

- 1) penny dated 1970-1979
- 2) Diet coke can (empty)
- 3) a 1995 Conclave delegate patch (with loop)
- 4) A Vigil Sash
- 5) A mirror
- 6) Dollar Bill with 96 in the serial number
- 7) T-shirt from 1994 Conclave
- 8) 1992 NOAC delegate patch
- 9) 1993 National Jamboree Hat Pin
- 10) A Hardee's straw
- 11) Tall scout Socks (old kind)
- 12) A leather moccasin
- 13) A duck feather
- 14) 1996 Conclave mug
- 15) Disposable cup from dining hall
- 16) Brotherhood ceremony book
- 17) Camp Buck Toms T-shirt
- 18) Camp Buck Tom's map
- 19) Any yellow T-shirt
- 20) A piece of bubble gum
- 21) A OA neckerchief slide
- 22) a Camp Buck Tom's patch
- 23) A candy wrapper
- 24) One empty trash bag
- 25) One bolo tie
- 26) One Scout handbook
- 27) One Ordeal Patch
- 28) A balloon
- 29) A ball point pen
- 30) A clean kleenex
- 31) A shoe string
- 32) A pine cone
- 33) Scavenger hunt list

TOTEM POLE CARVING

Each lodge needs to provide at least one Arrowman to carve their lodge emblem on a portion of a totem pole which will remain at Camp Buck Toms. This is taking place down near the water front area and will occur on Saturday.

PATCH AUCTION

The patch auction will be held in the training lodge toward the end of the Section block party. Each conclave delegates is encouraged to donate some patches. The money raised from the auction will go towards paying the way for a youth from the Section to go to NOAC. This youth will be selected by raffle from tickets distributed during the morning training sessions. All youth receive one ticket for each training session that they attend in the morning.

INFORMATION BOOTHS AND COMMISSIONER STAFF

In an effort to answer any questions that an Arrowman might have, Special Events is providing an information booth. This booth will have extra schedules and large maps of the camp. Plus, the host lodge has assigned one youth and one adult per lodge to help guide the lodges and answer any questions that they might have. These Arrowmen will be making periodic checks with their lodges and their headquarters will be located at the Ecology Area.

PRIZE RAFFLES

10 minutes before each meal Arrowmen should organize themselves neatly on the walkways near the flag poles. At this point any announcements will be made and prizes will be given away. All Arrowmen are automatically registered for the drawing and prizes can be redeemed at the Staff Head Quarters.

SPIRIT AWARD GUIDELINES

- 1) Bring Lodge Flap at least 1' x 3' to 2' x 5' painted on wood
- 2) Excitement of entire lodge towards Conclave program
- 3) Bring Display for Section Block Party

PARTICIPATION AWARD

Requirements

1. Attend at least 2 training sessions
2. Turn in Evaluation form
3. Participate in or attend at least 2 Quest Events
4. Attend at least 1 Ceremony or Dance Competition
5. Obtain signatures of:
 - 1 member of each lodge
 - 2 Lodge chiefs
 - 1 Section officer
6. Lodge must provide food item for the Section Block Party (no one in the lodge that does not provide a food item will be eligible for the participation award.)

These pins can be picked up at the Trading Post after the Show or on Sunday morning

Training Session		Training Session		Dance or Ceremony	
Quest Event		Quest Event		Evaluation Form	
Lodge chief		Lodge Chief		Section Officer	
Lodge 161	Lodge 184	Lodge 230	Lodge 258	Lodge 276	Lodge 480
Trading Post Use Only					

