American Indian Affairs Award Criteria

The American Indian Affairs Award was created in order to recognize each year the lodge in the Section that demonstrates a commitment to the American Indian Affairs (AIA) program. The AIA program is to encourage lodge to develop quality ceremony, dance and signing programs. A lodge achieves this award by participating in the various AIA program conducted at the Conclave. The Coordinator of American Indian Affairs will accumulate the scores from the various activities during the Conclave weekend. This traveling award will be returned each year to add the name of that years honored lodge to hold for a year.

The award points are divided into: ceremonies, team dance, signing and individual dance.

A. Ceremonies Teams

- Pre- Ordeal Team 1st place 4pts, 2nd place 3 pts, 3rd place 2 pts, participation 1pt.
 Brotherhood Team -1st place 4pts, 2nd place 3 pts, 3rd place 2 pts, participation 1pt.
- 3. Cub Crossover Team 1st place 4pts, 2nd place 3 pts, 3rd place 2 pts, and participation 1pt for each team.

B. Team Dance and Singing

- 1. Team Historical dance 1st place 10 pts, 2nd place 8 pts, 3rd place 6 pts, participation
- 2. Team Singing 1st place 10pts, 2nd place 8 pts, 3rd place 6pts, participation 3 pts.

C. Individual dance

- Straight Dance
 - a. Senior 1st place 4 pts, 2nd place 3 pts, 3rd place 2 pts, participation 1 pt/dancer. b. Junior - 1st place 2pts, participation 1pt for each dancer.
- 2. Fancy Dance
 - a. Senior 1st place 4 pts, 2nd place 3 pts, 3rd place 2 pts, participation 1 pt/dancer. b. Junior - 1st place 2pts, participation 1pt for each dancer.
- Modern Grass
 - a. Senior 1st place 4 pts, 2nd place 3 pts, 3rd place 2 pts, participation 1 pt/dancer.
 - b. Junior 1st place 2pts, participation 1pt for each dancer.
- 4. Old Style Sioux
 - a. Senior 1st place 4 pts, 2nd place 3 pts, 3rd place 2 pts, participation 1 pt/dancer.
 - b. Junior 1st place 2pts, participation 1pt for each dancer.
- 5. Contemporary Traditional
 - a. Senior 1st place 4 pts, 2nd place 3 pts, 3rd place 2 pts, participation 1 pt/dancer.
 - b. Junior 1st place 2pts, participation 1pt for each dancer.
- 6. Prairie Chicken style
 - a. Senior 1st place 4 pts, 2nd place 3 pts, 3rd place 2 pts, and participation 1
 - b. Junior 1st place 2pts, participation 1pt for each dancer

Indian Affairs Dance Competition Croatan Lodge #117

GROUP DANCE COMPETITION

I. Definition of Group Dancing

- a. Group dance teams shall be made up of four (4) or more (at least three of whom must be dancers). All team members must be from the same lodge. A team may perform a maximum of two (2) specific group dances. However two dances for presentation are not necessary, it is an option. The judges look for quality rather than quantity. Also, consider that if a single dance is done it should be long enough for the judges to properly evaluate the presentation.
- b. 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 costuming should represent one particular tribe during a particular time in their history.
- c. No section teams or teams made up of members from more than one lodge may enter the competition. All members MUST be from the same lodge.
- d. 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 conclave participants.
- e. Team dancing is a coordinated group effort. It is not a series of solos grouped under one title.
- f. Size of team-no preference is given to large or small teams and there is no reason to separate them. 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.
- g. Synchronized line dancing, as done at modern Powwows is NOT appropriate for Historical Group Dance competition.

II. Acceptable Historical Group Dances

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

- a. Dances must be NON-RELIGIOUS and in good taste.
- Society, clan, or family dances are acceptable ONLY if written permission is granted by the Tribal Council, society, clan or family of the specific tribe from which the dance comes.
 - Note: SUCH TYPEWRITTEN 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 permission the dance will not be allowed.
- c. Tribal councils have asked that Scouts refrain from performing the following dances THESE DANCES ARE NOT ACCEPTABLE FOR CONFERENCE COMPETITION.
 - Masked dances of: Pueblos, Apache, Iroquois, Creek, Cherokee Creek, or Northwest Coast tribes. A mask is defined as anything that covers the face of the wearer hiding his true identity.

- ii. The Ghost Dance, The Pipe ceremony, The Pipe Dance, The Sun Dance, The Hopi Snake Dance, Peyote Ritual, Gourd Dance, and Grand Entry.
- d. Dances that are kept so secret that information on them is incomplete should be avoided. You must have accurate information.
- e. No protected species parts allowed on any attire. Please be aware of State and Federal laws regarding endangered species parts.
- f. 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 and beadwork are acceptable.
- g. 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 or in ceremonies or ceremonies competition.
- h. The Boy Scouts of America policy regarding weapons will be followed.

III. Time Limit

Fifteen (15) minutes total time on stage. Total time begins with the announcement by a team member. This total time includes: prop/scenery set up (if any); narrative; dance(s) plus costume changes (if any) and the removal of any props or scenery.

NOTE: Scenery is not necessary. No score will be reduced for lack of it. Some teams have enhanced their score for general effect and impression with the creative use of scenery produced and moved by other lodge members who want to participate in a different way in the presentation. This is fine; however, if you do choose to use scenery, keep it simple. Set-up and take down of scenery will reduce your dance time since as stated above everything must fit the fifteen (15) min. time slot. Without scenery, you can earn top scores with excellent dancing, spacing, costuming, and hand props.

NOTE: All team members should be prepared to talk with the judges (if asked) after their presentation.

IV. Research

In addition to the five (5) copies submitted, two (2) complete copies of your research material should be brought to Conclave. ALL RESEARCH MUST BE TYPE WRITTEN AND ASSEMBLED IN A SUITABLE BINDER, AND MUST INCLUDE:

- a. A description of the dance(s) as you will perform them.
- b. The historical background of the dance(s).
- c. The historical background of the song(s) used in the dance(s).
- d. A clear description of the props used. Include pictures and/or drawings.
- e. A clear description of the outfits you will wear for the dance(s). Please include pictures and/or drawings.
- f. A description of the music & accompaniment you will use (See "C" above).

- g. A complete bibliography of references you have used to research your dance(s),(i.e., books, publications, people).
- h. A copy of the letter or permission from the tribal council, society, clan, or family as required for certain dances.
- i. Name, address, and phone number of a contact person representing the team.
- j. NOTE PLEASE: Xeroxed pages from any published works are NOT acceptable. Due to a lack of VCR equipment video tapes are NOT acceptable.
- k. Research booklets should be a minimum of eight (8) typewritten pages, not to exceed fifteen (15) typewritten pages, (photos and drawings/diagrams are not part of this limit).

V. Recognition and Awards

- a. Awards will be given to the top finishing teams according to the judges' discretion.
- b. Awards for authenticity may be given if deemed appropriate.
- c. Certificates will be awarded to each entering team.
- d. The top team will be given the opportunity to perform at the Saturday evening Campfire program if the schedule permits.

VI. Important Notes

- a. Group Dance Competition will be held on Saturday.
- b. The chairperson of each dance team must check with the American Indian table on Saturday
- c. There will be a meeting of all judges and leaders of the teams in competition at 10:00 am on Saturday. A representative of each entering team must be present at this meeting.
- d. Any questions regarding the Historical Group Dance Competition should be addressed to the Section IA Coordinator.

VII. Registration

To register for Historical Group Dance competition, use the pre-registration form for Group Dance. Follow the distribution instructions on the form and submit five (5) copies of the following research material, no later than March 1st to the Section IA Coordinator. Late submission will result in a deduction of scoring points.

Judging Criteria

The following is an outline of the criteria that the judges will use to score each team that enters the Group Dance Competition.

A. Authenticity

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.

B. Research

Teams will be evaluated on the quality of the research booklet they have done for their particular dance(s). This research should include: book sources, other published sources, people, letters of permission (see Rule II, Acceptable Historic Dances, section "B"), pictures/drawings of outfits, descriptions/diagrams of the actual dance(s). Information and historical background of the dance(s) and songs should also be included.

C. American Indian Attire

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

D. 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 that they exceed their scheduled dance time.

NOTE PLEASE: If a team chooses to repeat the same dance(s) or costumes at consecutive National Order of the Arrow Conferences, they can expect to have a more critical review from the judges. Specifically, the judges will be looking for additional research, improvements, and refinements in costume, dance, and presentation.

E. 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.

F. 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 dance(s) will be considered. The use of recorded music will be allowed, but it will cost the group a significant deduction of points in this judging category.

G. General Effect and Impression

The overall general effect and impression of the dance(s) will also be considered.

H. Constructive Comments (not scored)

All awards will be determined by the evaluation a team receives from the above criteria. ALL JUDGING CRITERIA IS SUBJECT TO THE INTERPRETATION OF THE JUDGING COMMITTEE. ALL JUDGES DECISIONS ARE FINAL.

INDIVIDUAL DANCE COMPETITION

Rules & Guidelines

Any number of contestants from each lodge may participate in the Individual Dance Competition. The top dancers will be asked to demonstrate their skills at the Saturday evening campfire, at which time they will receive their awards. The Individual Dance Competition will take place on Saturday at Conclave (see the schedule for time and place). The rules are as follows:

- 1. All contestants must confirm their registration when they arrive at the American Indian Activities booth or on Saturday at Conclave.
- 2. There will be five categories of individual dance competition:
 - a. Fancy-Dance (one class)
 - b. Grass
 - c. Straight Dance
 - d. Old Style
 - e. Traditional (contemporary traditional).

Awards will be given to the top finishing dancers according to the judges' discretion.

3. Dancers must wear appropriate authentic clothing. There are many styles, but they may include as their basic elements: a hair roach, neck and/or back bustles, moccasins, bells, apron (breechcloth), and miscellaneous accessories, such as beaded cuffs, belt, armbands, choker, headband, etc. War bonnets and chiefs clothing are only acceptable for Old Style competition.

In an effort to distinguish between Old Style and Traditional, these categories will be determined by the judging staff. Consideration will be given for bustle type, clout or apron, and quill and beadwork designs. As a general guideline, Old Style is considered as pre 1920. If you are in doubt of which category to dance, please bring a photograph of your dance clothes to registration on Saturday at Conclave (see the schedule for time and place). The judges will assist you into the proper category.

- 4. Dancers must dance in the style of their clothing. In preliminary competition, if you are eliminated in one dance style, you may change outfits 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.
- Losing a major article off your attire during the contest means automatic disqualification. Having your attire properly maintained and secured tightly easily eliminates this problem.

- All dancers must be under the age of twenty-one (21). If a question regarding age arises, you will be asked for your proof of age (driver license, copy of your birth certificate, etc.).
- 7. All dancers must be members of the Order of the Arrow and registered Conclave participants.
- 8. Dancers must be prepared to dance indoors or outdoors.
- 9. Dance practice and outfit construction should not take place during Conclave activities.
- 10. Each participant will be issued a contestant number, which must be visible while dancing in any competition.
- 11. Overstepping the song may lower your placement in the overall standing.
- 12. NO PARTS OF ANY PROTECTED SPECIES ON ANY OUTFIT. Violation of this rule will result in automatic disqualification. Please be aware of any federal and state laws regarding endangered species parts.
- 13. 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 part of dance attire. If you have these items on your outfit, please remove them prior to the conference. Flag motifs in quillwork and beadwork are acceptable.
- 14. 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 or in ceremonies or ceremonies competition.
- 15. The Boy Scouts of America policy regarding weapons will be followed.

All dancers are encouraged to participate in the judging of American Indian clothing. This judging will be held immediately before or the dance competition. A panel of selected judges will give out clothing critiques and ribbons.

The judging criteria will be as determined by the judging committee. All judges' decisions are final.

There will be no competition for individual skill dancing (i.e. hoop, horse tall, etc.) All dancers are encouraged to dance in the Powwow on Saturday evening of Conclave.

If you have any questions on Individual Dance Competition address them to the Section IA Coordinator.

OUTFIT COMPETITION CRITERIA

Rules & Guidelines

Judging scale: 0 =

= Does not have item

1-3 = Good 4-6 = Premium 7-8 = Excellent 9-10 = Superior

Judging areas for the following dances are listed below their names:

- I. Oklahoma Straight Dance Clothes
 - KNOWLEDGE: Overall knowledge of particular tribe and period.
 - HEAD COVERING: Roach, roach feathers, spreader, roach pin, scalp feathers, or other covering.
 - NECK WARE: Choker, scarf, and slide. Colorful and matching.
 - RIBBON SHIRT: Colorful and matching. Vest optional.
 - BANDOLIERS: Well constructed. Breastplate optional.
 - OTTER DRAGGER: Rosettes, feathers, hair plates. Well constructed.
 - ARM BANDS: German silver, brass, copper, etc.
 - BELT: Loom beaded, etc. Well constructed with colorful designs.
 - LEG COVERINGS: Ribbon work, leather with beadwork, clouts and trailer.
 - GARTER and SIDE TABS: Finger woven or beaded.
 - BELLS: Properly worn. Jingle bells, copper, brass, nickel, etc.
 - MOCCASINS: Leather, hard sole.
 - · HAND OBJECTS: Fan, mirror board, cane, etc.
 - OVERALL APPEARANCE: Outfit well constructed. Fine quality craftsmanship exhibited. Good overall understanding of style, etc.
 - OPTIONAL: ANYTHING that the judge feels is totally optional NOTE: These points are only EXTRA points.

TOTAL: Superior 125+ | Excellent 109-124 | Premium 56-108 | Good 0-69

II. Old Style Dance Clothes

- KNOWLEDGE: Overall knowledge of particular tribe and time frame.
- HEAD COVERING: Roach, roach feathers, spreader, roach pin, Wapegnaka (Bull's tail), optional hair ornaments.
- CHEST COVERING: Shirt, vest, etc. Vest is optional and may be beaded. Otter sash optional.
- BONE WORK: Choker, breastplate, bandoliers, etc. Well constructed. Imitation bone, buffalo horn. Breastplate may be quilled as an option.
- BEADWORK: Cuffs, arm bands, belt. They do not have to be beaded, can be a variety of "period" materials.
- APRONS or BREECHCLOUT: Cloth, leather, etc. Includes front and back, decorated appropriately.
- LEG COVERING: Long johns, pants, knickers, leather or cloth leggings, goat skins.

BELLS: Side, ankle, or knee.

• MOCCASINS: Beaded with original design.

- BUSTLE and TRAILER: "Messy bustle," well constructed and decorated to the "period."
- HAND OBJECTS: Fan, war or coup stick, wheels, mirror board, shield, etc.
- OVERALL APPEARANCE: Outfit well constructed. Fine quality craftsmanship exhibited. Good overall understanding of style, etc.
- OPTIONAL: ANYTHING that the judge feels is totally optional.
 NOTE: These points are only EXTRA points.

TOTAL: Superior 107+ | Excellent 84-106 | Premium 48-83 | Good 0-47

III. Traditional Dance Clothes

- KNOWLEDGE: Overall knowledge of particular tribe and time frame.
- HEAD COVERING: Roach, roach feathers, spreader, roach pin, hair ornaments, other head covering.
- NECKWEAR: Scarf and slide, various necklaces, medicine bags, etc. Slide material varies.
- CHEST COVERING: Ribbon shirt with colorful matching colors. Vest optional, beaded, ribbon work, or plain.
- BONE WORK: Includes brest plate, choker, bandoliers. Proper construction and matching colors. Can be bone, plastic, "buffalo-bone" black plastic.
- BEADWORK or QUILL WORK: Cuffs, ARM BANDS, kneebands. Decorated with matching fringe. Proper colors and design. May be cloth applique.
- APRONS: Well constructed with proper colors and well decorated. Can be beaded, ribbon work, fringed.
- BELT and/or SIDETABS: May be beaded, finger woven, or tack. Sidetabs optional.
- LEG COVERING: Optional leggings of leather or cloth, "goats".
- BELLS: Sheep bells, jingle bells, etc.
- MOCCASINS: Beaded or quilled, well constructed and decorated.
- BUSTLE and TRAILERS: Well constructed and quality workmanship. Creativeness and style varies. Trailer material of broad cloth, leather, etc. Fringed and decorated.
- HAND OBJECTS: Minimum of two (2). Fans, mirror boards, wheels, hand scarfs, dance stick, shield, etc.
- OVERALL APPEARANCE: Outfit well constructed. Fine quality craftsmanship exhibited. Good overall understanding of style, etc.
- OPTIONAL: ANYTHING that the judge feels is totally optional.
 NOTE: These points are only EXTRA points.

TOTAL: Superior 125+ | Excellent 109-124 | Premium 56-108 | Good 0-69

IV. Fancy Dance Clothes

KNOWLEDGE: Overall knowledge of particular tribe and time frame.

- HEAD COVERING: Roach, roach feathers, spreader or "rocker," roach pin, hair ornaments.
- CHOKER or NECK PIECE: Hairpipe, medallion, scarf, etc.
- CAPE or RIBBON SHIRT: Decorated or beaded cape with fringe, etc. and/or shirt to match. Vest optional.
- BEADWORK: Headband, side drops, suspenders, belt, cuffs, arm bands, sidetabs, etc. Cape optional for Northern. Quality beadwork that is colorful and decorated properly. Should all be matching or coordinated.
- APRONS: Front and back decorated (optional). May be cloth, leather, beaded, etc.
- BELLS and ANGORA "GOATS": Sheep bells, "goats" can be imitation angora goat or goat fur.
- FOOTWEAR: Moccasins, hard sole, beaded, tennis shoes, etc. Decorated properly.
- BUSTLES and TRAILERS: Well constructed and fine craftsmanship. Colorful and full. Trailer is optional. A bustle center such as a rosette.
- HAND OBJECTS: Dance hoops, whistles, fans, whips, mirror boards, scarfs, dance sticks, etc.
- OVERALL APPEARANCE: Outfit well constructed. Fine quality craftsmanship exhibited. Good overall understanding of style, etc.
- OPTIONAL: ANYTHING that the judge feels is totally optional.
 NOTE: These points are only EXTRA points.

TOTAL: Superior 98+ | Excellent 86-97 | Premium 44-85 | Good 0-43

V. Grass Dance Clothes

- KNOWLEDGE: Overall knowledge of particular tribe and time frame.
- HEAD COVERING: Roach, roach feathers or decorated springs, spreader, roach pin, hair ornaments.
- CHOKER or NECK PIECE: Hairpipe, medallion, scarf, etc.
- CAPE or DECORATED SHIRT: Decorated or beaded cape with fringe, etc. and/or shirt to match. Shirt is optional.
- PANTS: Decorated with fringe.
- BEADWORK: Headband, side drops, suspenders, belt, cuffs or gloves, arm bands, sidetabs (optional), etc. Quality beadwork that is colorful and decorated properly. Should all be matching or coordinated.
- APRONS: Front and back decorated. May be cloth, beaded. Colorful/good design.
- · BELLS: Sheep bells, chrome, etc. Optional: imitation angora goat or goat fur.
- FOOTWEAR: Moccasins, hard sole, beaded, tennis shoes, etc. Decorated properly.
- HAND OBJECTS: Dance hoops, whistles, fans, whips, mirror boards, scarves, dance sticks, etc.
- OVERALL APPEARANCE: Outfit well constructed. Fine quality craftsmanship exhibited. Good overall understanding of style, etc.
- OPTIONAL: ANYTHING that the judge feels is totally optional.
 NOTE: These points are only EXTRA points.

TOTAL: Superior 98+ | Excellent 86-97 | Premium 44-85 | Good 0-43

TEAM SINGING COMPETITION

Rules

Singing will be done in team fashion. Teams will be required to sing two (2) songs and are required to submit written documentation on the songs with their pre-registration form.

Awards will be given to the top teams. The judging criteria shown below are guidelines that are subject to the interpretation of the judging committee. All judges' decisions are final.

EACH LODGE IS REQUIRED TO BRING ITS OWN DRUM AND DRUMSTICKS. The following rules apply to the Singing Competition:

- 1. All singing will be done in a team fashion.
- 2. Written documentation is required for each song. Include where you got the song, what tribe it is from, etc.
- 3. Teams will be required to sing a general song and a song for a special event.
- 4. Songs are restricted to Southern and Northern Plains singing.
- 5. Teams will be judged on the authenticity and quality of presentation of songs.
- 6. Anyone singing must be under twenty-one (21) years of age, a member of the Order of the Arrow, and a registered conference participant.
- 7. Minimum time of two (2) minutes, maximum time of ten (10) minutes for each song.

Any questions regarding the Team Singing Competition should be addressed to the Section IA Coordinator.

Indian Affairs Ceremony Competitions Wahissa Lodge #118

Ceremony Competitions Ceremony Team Judging Information Pre-Ordeal Divisions

The purpose of the ceremonial team competition and evaluation is to improve standards for ceremonies in the Lodge and Section by providing them an opportunity to be evaluated and judged by OA members outside their Lodge.

The Pre-Ordeal Competition will be divided into two judging groups: a competition group and an evaluation group. Each Lodge will be allowed to enter as many teams as they choose. The evaluation group will have no limits on the team a Lodge could enter. The judging process of the ceremonial teams is important to develop and maintain the highest quality and best experience for the new members. We want this process to be a positive experience for the teams.

In the competition judging, the teams will perform their ceremonies before a panel of judges. These Judges will observe the ceremony based on the ceremonies judging sheet. They will then be given a limited amount of feedback from the judges as to give the ceremonialists a general idea of how the ceremony went, not to critique the ceremony. They will then be judged according to the ceremonies judging score sheet.

The evaluation judging will simply be an evaluation of the team's performance; there are no competition aspects to this style of judging. The ceremonies team will perform their ceremony before a panel of judges who will judge them based on the ceremonies judging sheet. The judges will then go through the ceremony with the team and give pointers and tips on where the team can improve. This is intended to strengthen the team and encourage them to get better. At the end, the team will be given the ceremony-judging sheet to keep as notes for future improvement.

Awards of first, second and third teams will be given to the competition judging teams. Competition judging teams will also be awarded a participation ribbon, which will be given to the evaluation judging teams.

Teams choosing to compete will be required to provide their own judges; one youth, and one adult. Those judges will be required to judge all teams in the competition group. Teams that fail to provide judges will not be allowed to compete. Teams will not be required to supply judges if they are participating in the evaluation group.

Ceremony Team Judging Information Judging Criteria

Gestures: Did the principal use hand gestures and body language to accompany his

message?

Clarity and Rate: Did the principal speak clearly and loudly enough to be understood?

Bearing: Did the principal use non-verbal cues to define his role?

Expressiveness: Was the part conducted with enthusiasm and suited to the character of

the principal?

Movement: Do the principals know where to stand and where to move?

Memorization: How well did the principal know his lines?

Team Unity: Does the team work well together? Do they blend together?

General Information

1. There will be at least four Section judges and each Lodge is required to provide one youth and one adult judge. Judges may also be from outside the Section. Judges are expected to have ceremony knowledge and experience.

- 2. All Judges are required to attend the Judges Training Session.
- 3. Lodges will be notified at the Friday evening COC of their completion times.
- 4. Judges will be given a photocopy of the appropriate ceremony script and score sheets for each character.

Ceremony Team Judging Guidelines

The purpose of the ceremonial team judging is to improve standards for ceremonies in a Lodge by providing them an opportunity to view each other in action and to share techniques. All teams are encouraged to be present and watch each other perform.

1. Qualifications and General Information

- a. All team members must be from the same Lodge. It is important that the teams performing can actually perform in local ordeals, and are not "all-star" teams put together for competition only.
- b. Each participant must be under 21 years of age.
- c. All teams must register by April 1st.
- d. Each participant must be in American Indian-style dress. Any show if disrespect, carelessness, and/or gross inappropriateness (such as fancy dance outfitting) may cause disqualification of the team.
- e. Parts must be fully memorized. Individual team members will be penalized for omitting words and/or sentences.
- f. Each team will be assigned a time to compete by the Section Indian Affairs Coordinator. Conflicts with other competition will be taken into consideration. Please inform the IA Coordinator of all such conflicts. Competition times will be announced at the Friday evening COC at Conclave.
- g. Use of face paint, Body Paint, and wigs are prohibited (See pg. 28 of the *Guide for Officers and Advisors*).
- h. Lodges may enter as many teams as they choose.
- i. A script of the Crossover ceremony each team will perform must be submitted with the registration form.

2. Performing the Ceremony

- a. <u>Pre-Ordeal Competition:</u> Each Team will perform the Pre-Ordeal Ceremony beginning with the investing process and ending with Kitchkinet saying, "Let us try to find the arrow". Each team must use the most recent edition of the ceremony text. The recent NOAC competition began with the investing process. You may have "candidates" present, but do not block the view of the judges.
- b. <u>Brotherhood Competition:</u> Each team will perform the Brotherhood Ceremony beginning with Allowat Sakima saying "Brothers form our circle" and ending with Allowat Sakima saying "You will now take your places in the circle". Each team must use the most recent edition of the ceremony text. You may have "candidates" present, who are already Brotherhood members, but do not block the view of the Judges.
- c. <u>Cub Scout Crossover:</u> Each Team will be judged based upon the ceremony script given to them by the respective ceremony team. Each team will begin at the beginning of the script/ceremony. Please bring 4 copies of the script for the judges to follow.

3. Performance

Each team will be ready at the assigned time, even if the competition is running behind schedule. Judges will be allocated 5 minutes for scoring and 5 minutes for reviewing with each team.

4. Judging

There will be experienced ceremony judges. He or she will have worked with ceremony teams for at least two years within the last five years. A separate judge will be used to assess the correctness of memory. The Section IA Committee will provide a head judge and such other judges as it wishes in addition to the lodge-provided judges. Lodges are required to provide at least one adult and older youth judge for every ceremony a lodge wishes to participate in. there will be a judges meeting on Saturday prior to the competitions. Please consult the Conclave Schedule for the time and location.

5. Evaluation for Both Forms of Judging

Performances will be evaluated for their potential to reach candidates with the ideas and sprit of the Order. Specifically they will be evaluated for the following:

- a. Gestures Has few gestures (1 pt), has some good gestures (2 pts), emphasizes most important points (3 pts) and emphasizes all-important points, which add meaning to candidates (4 pts).
- b. Clarity and Rate Speaking too fast (1 pt), good clarity but could improve (2 pts), projects well overall and good rate (3 pts) and would be clear to 50 candidates and rate varies but slow enough to be understood (4 pts).
- Bearing little body language (1 pt), some non-verbal cues (2 pts), non-verbal cues are consistent with spoken words (3 pts) and role clear without words (4 pts).
- d. Expressiveness little change in tone (1 pt), good emphasis and changes in tone (2 pts), strong use of pauses (3 pts) and words always sound like what they represent (4 pts).
- e. Movements missed movement (1 pt), near perfect (2 pts), movements perfect (3 or 4 pts judges call).
- f. Accuracy of memorization missed words or lines (1 pt), a few words missed (2 pts), occasional word missed or transposed but not noticeable (3 pts) and letter perfect (4 pts).
- g. Staging teamwork, smoothness, effectiveness of staging techniques, and overall impression (10 pts per team).

Judges shall not penalize teams for alternate pronunciation of the four principal parts; however, they may penalize teams for inconsistent pronunciations. Each Lodge shall agree upon consistent pronunciation for their Lodge.

Total possible individual score: 60 points, Total possible team score: 260 points.

6. Judges Conferences

a. Consultation among the judges may be held at the discretion of the head judge. If consultation does not resolve the discrepancy, the head judge, and/or Section IA Coordinator with the consultation of the Section IA Advisor may resolve the issue through disqualification of incongruous scoring.

7. Results

Each team will receive spot evaluation after their performance. Judges will be instructed to emphasize good points, constructive criticism, and other assistance for improvement.

8. Awards

Awards will be given to the top three teams in the competition division for the Pre-Ordeal, Brotherhood and Crossover Ceremonies.

Awards will be given to the top three individuals for each principal in each ceremony. All judges' decisions are final.

Timeline:

Have judging information/criteria submitted:

Forms deadline for registration:

April 1

April 1

April 1

Contact Information:

Will Rea 2921 Thurman Drive 16275 Sullivan Residence Hall Raleigh, NC 27607 willrea@bellsouth.net

Ceremonies Evaluation Pre-Ordeal Score Sheet

Team:			Lodge Number:	
Category	Fair 1 point value	Good 2 point value	Excellent 3 point value	Outstanding 4 point value
Gestures	Has few gestures Or Gestures don't make sense	Has some good gestures Some gestures need improvement	Emphasizes most important points Meanings fairly clear	Emphasizes all important points Meaning clear to candidates Could express the message without words
Clarity and Rate	Lines garbled or mumbled Or Excessively fast or very slow	Good clarity but could be improved Change of rate would improve presentation	Projects well overall Rate stays at same slow pace that is easily understood	Would be clear to 50 candidates Rate varies appropriately but is always slow enough to be understood
Bearing	Body language/facial expression absent or unclear for role	Non-verbal cue generally appropriate for role	Non-verbal cues are consistent with spoken words	Role clear without words
Expressiveness	Little change in tone or use of emphasis	Good Emphasis and notable changes in tone	and makes words	Words always sound like what they represent
Movement	Missed movements	 Near perfect. N noticeable omissions or errors 	Movements perfect	Movements perfect
Memorization	Word or even lines missed Obvious pauses or needs prompting	 A few words missed or transposed but not noticeable. No key item omitted and no obvious pauses 	nalicec	Letter perfect memorization
Total Points				
Judge's Name:			Judge's Lodge:	

Ceremonies Evaluation Brotherhood Score Sheet

Team:		L	odge Number:	
Category	Fair 1 point value	Good 2 point value	Excellent 3 point value	Outstanding 4 point value
Gestures	Has few gestures Or Gestures don't make sense	Has some good gestures Some gestures need improvement	Emphasizes most important points Meanings fairly clear	 Emphasizes all important points Meaning clear to candidates Could express the message without words
Clarity and Rate	Lines garbled or mumbled Or Excessively fast or very slow	Good clarity but could be improved Change of rate would improve presentation	Projects well overall Rate stays at same slow pace that is easily understood	Would be clear to 50 candidates Rate varies appropriately but is always slow enough to be understood
Bearing	Body language/facial expression absent or unclear for role	Non-verbal cues generally appropriate for role	Non-verbal cues are consistent with spoken words	Role clear without words
Expressiveness	Little change in tone or use of emphasis	Good Emphasis and notable changes in tone	Strong use of pauses and makes words reflect their meaning	Words always sound like what they represent
Movement	Missed movements	 Near perfect. No noticeable omissions or errors 	Movements perfect	Movements perfect
Memorization	Word or even lines missed Obvious pauses or needs prompting	 A few words missed or transposed but not noticeable. No key item omitted and no obvious pauses 	Occasional word missed or transposed but not noticeable. No key items omitted and no obvious pauses	Letter perfect memorization
Total Points				
Judge's Name:			Judge's Lodge:	

Ceremonies Evaluation Crossover Score Sheet

Team:			Lodge Number:	
Category	Fair 1 point value	Good 2 point value	Excellent 3 point value	Outstanding 4 point value
Gestures	Has few gestures Or Gestures don't make sense	Has some good gestures Some gestures need improvement	Emphasizes most important points Meanings fairly clear	Emphasizes all important points Meaning clear to candidates Could express the message without words
Clarity and Rate	Lines garbled or mumbled Or Excessively fast or very slow	 Good clarity but could be improved Change of rate would improve presentation 	Projects well overall Rate stays at same slow pace that is easily understood	Would be clear to 50 candidates Rate varies appropriately but is always slow enough to be understood
Bearing	Body language/facial expression absent or unclear for role	Non-verbal cues generally appropriate for role	Non-verbal cues are consistent with spoken words	Role clear without words
Expressiveness	Little change in tone or use of emphasis	Good Emphasis and notable changes in tone	Strong use of pauses and makes words reflect their meaning	Words always sound like what they represent
Movement	Missed movements	 Near perfect. No noticeable omissions or errors 	Movements perfect	Movements perfect
Memorization	Word or even lines missed Obvious pauses or needs prompting	 A few words missed or transposed but not noticeable. No key item omitted and no obvious pauses 	Occasional word missed or transposed but not noticeable. No key items omitted and no obvious pauses	Letter perfect memorization
Total Points				
Judge's Name:			Judge's Lodge:	