



# 2010 FALL FELLOWSHIP CAMP OLD INDIAN SCHEDULE



What	When	Where
<b>Friday</b>		
Check-in	4:30-8:00	Camp Office
Chapter Chief meeting	8:00- 9:00	Patterson Dining Lodge
Cracker Barrel	9:00-10:00	Patterson Dining Lodge
Call To Quarters	10:45	Campsites
Taps	11:00	In Bed
<b>Saturday</b>		
Reveille	7:15	Campsites
Assembly Lodge Officer Nominations	7:50	Flagpoles
Breakfast	8:00-8:30	Patterson Dining Lodge
Session I	8:45-9:40	
Session II	9:45-10:40	
Session III	10:45-11:40	
Spirit Assembly Lodge Officer Nominations	12:00	Flagpoles
Lunch/Lodge Officer Nom.	12:20-12:50	Patterson Dining Lodge
Executive Committee Meeting Turn in Brotherhood Letters	1:15-1:50	OA Activity Building
Quest Events	2:00-4:00	Activity Meadow
Brotherhood Questioning	4:50	Scoutcraft Shelter
Assembly (Class A w/sash)	5:50	Flagpoles
Dinner	6:00-6:45	Patterson Dining Lodge
Lodge Officer Elections	6:45-7:45	OA Activity Building
Brotherhood Ceremony	8:30-9:45	OA Circle
Crackerbarrel	9:50-10:20	Patterson Dining Lodge
Call to Quarters	10:45	Campsites
Taps	11:00	In Bed
<b>Sunday</b>		
Reveille	7:15	Campsites
Assembly	7:50	Flagpoles
Breakfast	8:00	Patterson Dining Lodge
OA Chapel Service	8:30	Patterson Dining Lodge
Special Recognitions	8:45	Patterson Dining Facility
Cleanup & Depart	9:30	Parking Lot

Open to all - youth or adult					Adults Only	
Session 1 8:45-9:40	New Member Intro Activities Building	Brotherhood Review Pathfinder	Teamwork Workshop (Over Under / Knot Skills) Scoutcraft	Planning and Ideas for Chapter Meetings Camp Office	Unit Elections, Camp Promo Dining Hall	CHAPTER ADVISERS ONLY OA Lodgemaster TP Conference Room
Session 2 9:45-10:40	How the Executive Committee Works Activities Building	Elangomats - the Servant Leaders of the Order Pathfinder	Choker Making Handicraft	Planning and Ideas for Chapter Meetings Camp Office	Unit Elections, Camp Promo Dining Hall	Role of the Adult in the Order TP Conference Room
Session 3 10:45-11:40	How the Executive Committee Works Activities Building	Elangomats - the Servant Leaders of the Order Pathfinder	Teamwork Workshop (Over Under / Knot Skills) Scoutcraft	Intro to Indian Affairs TP Conference Room	YOUTH ONLY - Servant Leadership / Challenges & Solutions Dining Hall	

4:50- 5:50pm	Brotherhood Questioning Scoutcraft	Running for Lodge Office TP Conference Room
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# **2010 AKK FALL FELLOWSHIP CAMP OLD INDIAN SESSION DESCRIPTIONS**

## **New Member Intro**

All new AKK members are strongly encouraged to attend. This will be an overview of our lodge including a little of our history and info on all our events throughout the year.

## **Brotherhood Review**

If you are already planning to become a Brotherhood member, or have been an Ordeal member for 10 months or more, come to this session and find out how. This session is also a great review for current Brotherhood or Vigil members.

## **YOUTH ONLY – Servant Leadership / Lodge Challenges & Solutions**

This session is for youth only about what it takes to be a servant leader, plus an opportunity to give your input on problems and solutions for the lodge.

## **Unit Elections / Camp Promotions**

An overview of how to properly conduct a unit OA election / camp promotion visit. Your Chapter needs to send anyone who will be involved with your unit elections team to one of these sessions.

## **Planning and Ideas for Chapter Meetings**

If your Chapter meetings are poorly attended, always the same, and you are looking for help and ideas, then plan to attend this session.

## **Elangomats – the Servant Leaders of the Order**

Find out what it takes to be a great elangomat and make the Ordeal experience the best possible.

## **How the Executive Committee Works**

Great for Chapter Officers and Committee Chairmen, this is an overview of the functions and responsibilities of the lodge Executive Committee. A brief overview of Parliamentary Procedure will be included.

## **Teamwork Workshop**

A chance to participate in two challenges that emphasize teamwork and communication.

## **Choker Making**

Get your arts and crafts on by making a Native American choker you can take home.

## **Intro to Indian Affairs**

Find out about all the aspects of Indian Affairs in the OA – dancing, ceremonies, and drum team.

## **CHAPTER ADVISERS ONLY – OA Lodgemaster**

Each Chapter Adviser is encouraged to attend this session to learn how to utilize Lodgemaster.

## **ADULTS ONLY - Role of the Adult in the Order**

This session will cover the role of adults in a youth-run organization.

# 2010 AKK FALL FELLOWSHIP

## CAMP OLD INDIAN

### QUEST EVENTS

#### Archery

One contestant from each Chapter will shoot five (5) arrows to be scored.  
Each will be allowed two (2) practice shots before scoring begins.

#### Chariot Race

Each Chapter may enter a team of up to seven (7) participants.  
The object of the competition is to lash three (3) poles together to form a triangle using one (1) diagonal lashing at the top and two (2) square lashings at the bottom.  
One (1) member of the team will ride on the bottom crossbar and the other three (3) members will pull him around a designated track.  
Fastest time wins.  
Any incorrect lashing will result in a one (1) minute time penalty.

#### Canoe Race

Each Chapter may enter a one (1) or two (2) man team.  
Each Chapter will run separately using the same canoe. All races will begin and end from the same designated point(s).  
Life jackets must be worn at all times.  
Two (2) paddles will be provided (Single Blade).  
Places will be determined by time elapsed from start to finish.  
All body parts must stay in the canoe.  
All contestants must be of "swimmer" status.

#### Fire Building

Each Chapter may enter one (1), four (4) to seven (7) man team.  
Two (2) strings will be tied above the fire lay, the first being one foot (1') above the ground and the second being two feet (2') above the ground.  
The fire building materials must not touch or rise above the first string.  
Any team using one of the following methods to light the fire will receive time reductions as listed:  
    Flint and steel or BSA Hot Spark = 30 seconds time reduction  
    Bow and string = 60 seconds time reduction  
Each team must provide their own fire building materials (all must be natural). You can bring materials with you to Camp.  
The winner will be the team that burns both strings in the shortest amount of time.  
The fire may not be moved once it has begun.  
Timing will begin once the materials are placed under the string.  
No materials may be added to the fire after the timing has begun.

#### Knot-Tying Relay

Each Chapter must field a six (6) man team. In relay fashion, one person to be asked to tie a different knot by the judge. The team will not know which knot each member will tie. If a Chapter has fewer than six (6) youth they may field a three (3) person team with each person tying twice.  
The six (6) knots are:  
    Square Knot  
    Bowline  
    Sheetbend  
    Taut-line hitch  
    Clove hitch  
    Two-half hitches  
The team with the best time wins and timings will start when the word "GO" is issued by the judge. Each knot must be tied correctly.

## **Tent Pitching**

Each Chapter is allowed two (2) contestants.

Each Chapter will compete using the same tent.

Scoring will be done by the best time starting from the issue of the word "GO" and ending when the contestants complete the tent and issue the word "STOP."

The tent must be properly pitched.

## **Rope Throw**

Each Chapter is allowed one (1) contestant.

Objective is for the contestant to:

Throw a one-half inch (1/2") rope, fifty feet (50') long, over a raised crossbar fifteen feet (15') away from a designated starting point.

Run and tie a timber hitch to a log.

Hoist the log off the ground (the log must clear the ground completely).

Run back to the starting point and tie a clove hitch to a stake.

Each lodge is allowed one practice throw before the competition is judged.

Points will be scored according to the length of time from the word "GO" is issued to the time the contestant finishes the clove hitch.

Disqualifications will result from:

Failure to clear bar in five (5) tosses.

Incorrect knots at either end.

Failure of the log to clear the ground at completion.

Gloves may be worn but will not be provided.

## **Arrow/Softball Throw**

Each Chapter is allowed two (2) contestants – one (1) for Arrow Throw and one (1) for Softball Throw. The same contestant may do both.

Objective is for the contestant to:

Throw a wooden arrow for as far as the contestant may without crossing the boundary.

Throw a softball as far as the contestant may without crossing the boundary.

The contestant will be allowed one (1) fault (crossing the boundary) per throw.

The contestant will be allowed one attempt at each throw.

The distance of the Softball Throw shall be added to the distance of the Arrow Throw and the winner shall be the lodge with the greatest total distance.

A standard wooden target arrow consisting of three fletching and thirty inches in length with a target point will be used.

## **Rifle Shooting**

Each Chapter is allowed one (1) contestant.

Each contestant will fire ten (10) rounds - five (5) rounds prone and five (5) rounds off hand.

Contestants will compete against each other for accuracy.

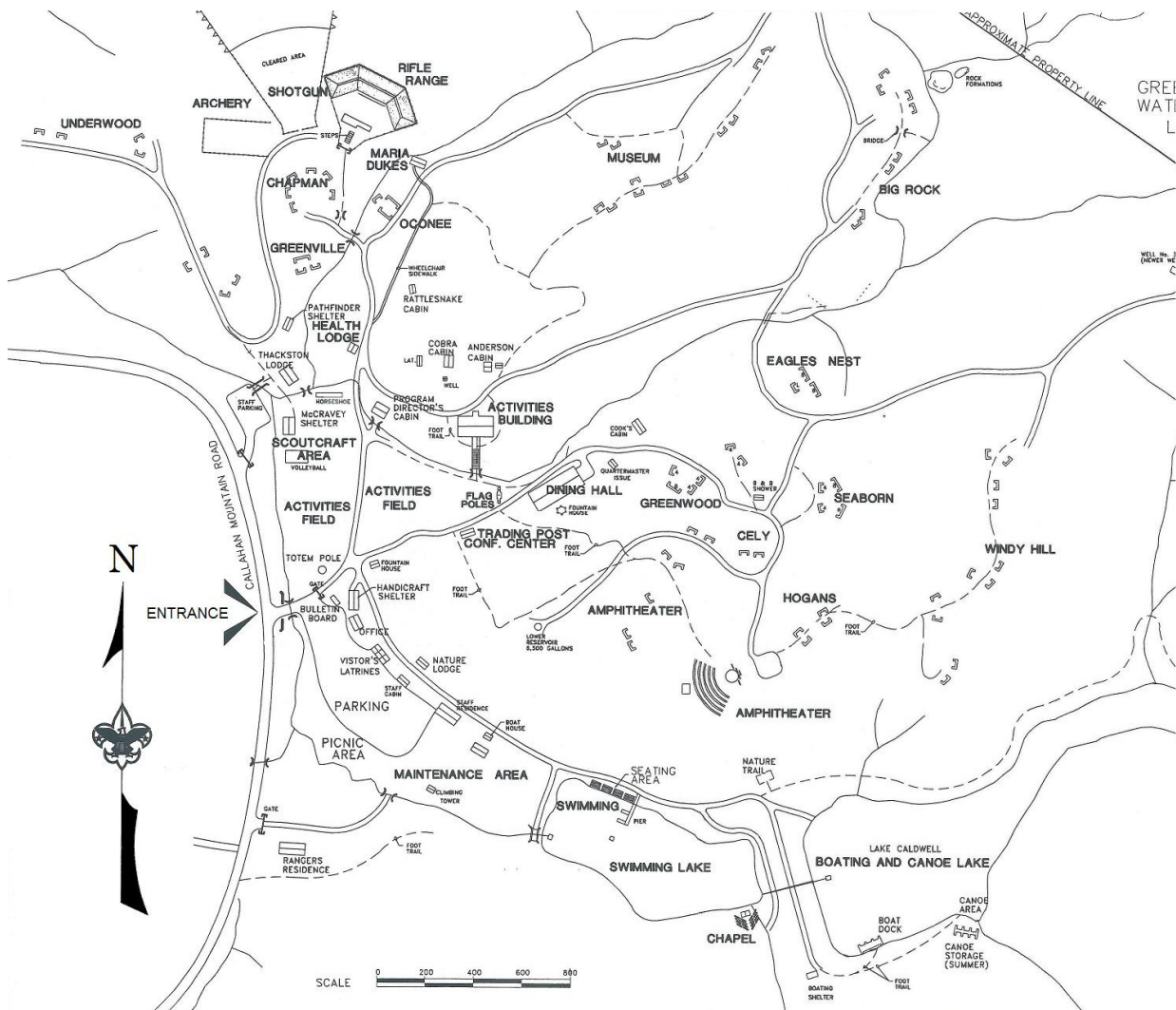
All scoring will be done by an overlay target.

Range safety rules and BSA Guide to Safe Scouting guidelines will apply and any infractions will result in disqualification.

Only single shot twenty-two caliber (.22) long rifles will be used with iron sights.

# 2010 AKK FALL FELLOWSHIP CAMP OLD INDIAN CAMPSITE ASSIGNMENTS

- |                           |                  |
|---------------------------|------------------|
| Eagles Nest               | Inali            |
| Maria Dukes & Oconee      | Machtagen Tulpe  |
| Greenwood, Cely, Seaborne | A-Ni-Wa-Ya       |
| Chapman                   | Allogagan Wullit |
| Greenville                | Sahkanaga        |
| Underwood                 | Oconostota       |
| Anderson & Cobra Cabins   | Oolenoy          |
| Big Rock                  | Ca-nu-pa         |



# 2010 AKK FALL FELLOWSHIP CAMP OLD INDIAN ADULT SERVICE PROJECT

If you are an Adult and not involved in the Quest Events judging Saturday afternoon you can participate in a service project. A few years ago the Council Facilities Committee approved that the Lodge be able to convert the un-used "New Boys' Shower" building near the Maria Dukes Cabin to be used as a storage building for the Lodge.

There are several things we can do the Fellowship to get started on this renovation.

- Remove the exterior small privacy wall from in front of the doorway.

- Remove the small wooden wall on the inside of the shower room and salvage the boards.

- Completely gut the water pipes and fixtures from the shower room.

  - (The water control room will not be affected.)

- Remove any weeds and dead limbs from around building and cut the grass.

- Remove dirt and place a small retaining wall around the back of the building where the soil has built up against the building.

- Replace at least two metal roof panels with holes in them.

As we move forward other plans include:

- Use cinder bricks and concrete to fill in the holes around the bottom of the wall.

- Pressure wash the interior and exterior.

- Use some of the particle board that was donated to camp and completely close in the ceiling to further protect the interior of the building.

- Frame out the entrance and install a lockable door.

- Paint the entire interior of the building.

- Install two or three fluorescent fixtures over head. Install a light switch by the entrance.

- Paint the exterior of the building to better blend with camp colors.





Att Kulla Kulla  
Vice Chief of Administration  
VCA@AKK185.ORG

Dear Brothers,

Enclosed is your information packet for the Fall Fellowship. I hope this information is very useful to you in many ways. I also hope that you are gearing your chapter up for the fellowship. It is going to be a blast with lots of opportunities and FUN!!! This year has been Full of fun and fellowship, but all of that has come with plenty of work! With that said, This fellowship is geared toward FUN!!! As you have noticed, by now the fellowship cost half of the regular price. This comes as a way of the lodge leaders to say THANK YOU! This year our lodge has done amazing and we could not have succeeded with you! Also, if you have a facebook, be sure to look up *Atta Kulla KullaLodge 185, Order of the Arrow*, exactly as it is written.

Part of our lodge, is the Indian Affairs program. If you have not gotten to get involved in this program, I encourage that you do. Our sing/drum team is non-comparable. We also have some of the best dancers and ceremonialist in the whole SR5. If you are interested in our Indian affairs program please speak with Brian Almond. You may email him at [VCIA@AKK185.ORG](mailto:VCIA@AKK185.ORG).

Yours in Wimachtendienk,

Justin Carlisle  
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