
2021 LONE STAR FELLOWSHIP

COMPETITIONS GUIDE

SR-3



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LODGE PROGRAM COMPETITIONS

COMPETITION SUMMARY

Lodge Program Competitions recognize the best and most creative employment of key lodge programs. Earn bragging rights for having the best program in SR-3. Lodge Program Competitions include:

- Lodge Service Display
- Lodge Website
- Lodge Camping Promotion Display
- Lodge History Display
- Lodge Publications
- Lodge Social Media
- Lodge Promotional Video
- Lodge Mascot

Please be creative in presenting the submissions for these competitions – use tri-boards, audio, video, etc. Show the other lodges you are the best of the best!

Competition entries should be made during on-site Conclave registration on Friday, November 19th. Look for the Competitions Registration table in the Lost Pines dining hall from 5:00 pm to 9:00 pm.

The deadline to register for competition is Friday, November 19. Each lodge must provide at least one judge (judges may serve in multiple judging capacities, as time allows).

Competition entry may be completed online at <http://www.sr-3.org/conclave/>

Have questions? Contact the Competitions CVC by email: chief@sr-3.org

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LODGE SERVICE DISPLAY

Description: A willingness to serve others is a central principle of the Order of the Arrow. Assemble a display of your lodge’s service activities and projects since July 19, 2020. Include pictures and descriptions. If your lodge received a national service grant, show how it was utilized.

Requirements:

- Service projects must be organized and conducted by the lodge to qualify
- Service activities must have been held since July 19, 2020.
- Displays must be set up during assigned time in area designated for the lodge.

Judging Criteria

Quality of information and presentation _____ /45

Scope of service project(s) _____ /20

Impact of service project(s) _____ /20

Creativity of display _____ /15

Other Comments

Total score: _____ /100

___1st place ___2nd place ___3rd place ___Honorable mention

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LODGE WEBSITE

Description: Think you've got the best showcase of WWW on the WWW? Send us your lodge web address to prove it.

Requirements:

- Entries must be on hand during competition evaluation to present website.
- Entries must follow the BSA's Online safeguarding policies.

Judging Criteria

Professional appearance (easy to read; visual appeal) _____/50

Current information (events and registration, calendar, newsletter, officers) _____/20

Contact information (chapter and lodge contacts; links to section, national, etc.) _____/10

Accessibility (ease of navigation) _____/20

Other Comments

Total score: _____/100

___1st place ___2nd place ___3rd place ___Honorable mention

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CAMPING PROMOTION DISPLAY

Description: One of the purposes of the Order is to promote camping. Often lodges produce promotional material for their council's camp. Put together, with permission of your council, a promotional display for any major camping event occurring at your council camp. This could include summer camps, winter camps, aquatics week, etc.

Requirements:

- Displays must be set up during assigned time in area designated for the lodge.

Judging Criteria

Basic event information (dates, costs, registration information) clearly visible _____/35

Relevance to target audience _____/20

Quality of information and presentation _____/30

Creativity of display _____/15

Other Comments

Total score: _____/100

___1st place ___2nd place ___3rd place ___Honorable mention

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HISTORY DISPLAY

Description: Every lodge has a unique history. Create a trifold display that explains your lodge’s history using both words and pictures. Include anything and everything that you feel makes your lodge special: national or section awards, significant members, and other contributions. Display your research in the form of a timeline on the board.

Requirements:

- Include historically accurate and correctly formatted information
- Organize information creatively in a timeline format
- Include at least 10 historical photos

Judging Criteria

Quality of presentation _____/30

Organization and accuracy of information _____/30

Creativity of display _____/40

Other Comments

Total score: _____/100

___1st place ___2nd place ___3rd place ___Honorable mention

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PUBLICATIONS

Description: Lodges should be keeping their members informed of upcoming activities and past accomplishments. Submit four newsletters from the last year. Entries will be judged on the quality of information, organization, and overall appearance.

Requirements:

- Submit at least two (2) newsletters published between August 1, 2020 and October 1, 2021.

Judging Criteria

Appearance (easy to read, visual appeal) _____ /50

Organization (article importance, timeliness, event promotion, volunteer opportunities, features of interest, correspondence from chief and adviser) _____ /30

Quality of content (article variety, lodge event highlights, section & national news) _____ /20

Other Comments

Total score: _____ /100

____ 1st place ____ 2nd place ____ 3rd place ____ Honorable mention

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SOCIAL MEDIA

Description: Social media is a vital part of reaching today’s youth members. Submit links to your social media platforms to demonstrate how you use it as an integral part of your lodge’s communication.

Requirements:

- Submit links to at least two (2) public, active social media profiles

Judging Criteria

Content (regularly updated, coverage from events and relevant information posted) _____/50

Appeal (content posted is presented in an informative and eye catching way) _____/30

Connectivity (variety of platforms, integration with website) _____/20

Other Comments

Total score: _____/100

____1st place ____2nd place ____3rd place ____Honorable mention

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PROMOTIONAL VIDEO

Description: Imagine you're watching a trailer for a movie. Think about how the trailer only shows bits and pieces of the movie to keep the viewer's attention. Notice how the use music, portions of scenes, dramatic effects and leave the viewer's wanting more. Your mission is to make a "movie trailer" that uses all those things. It can include publications, camp promotions, unit elections, Lodge history, lodge service, fun and successful events, etc. BE AS CREATIVE AS POSSIBLE! Basically, make your video interesting enough to encourage your new and inactive lodge members to become more active in the lodge.

Requirements:

- Entries must be at least 30 seconds long
- Entries must be uploaded to YouTube, Video, or other video-sharing platform
- Entries should be engaging and exciting

Judging Criteria

Quality of content _____ /25

Quality of presentation (videography, editing) _____ /25

Creativity of entry _____ /50

Would you share the video with a friend? (circle one): Yes / No

Other Comments

Total score: _____ /100

____1st place ____2nd place ____3rd place ____Honorable mention

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MASCOT

Description: Bring your most spirited Arrowman to the table! Lodges should bring at least one Arrowman in a mascot costume. The costume can be either handmade or bought. We will be looking at the spirit of the Mascot through the conference.

Requirements:

- Submit at least one (1) Mascot

Judging Criteria

Appearance (easily recognizable character, visual appeal) _____/50

Spirit (interaction with lodges, ability to energize Arrowmen) _____/30

Flow with lodge totem (easy to connect Mascot with lodge totem) _____/20

Other Comments

Total score: _____/100

____1st place ____2nd place ____3rd place ____Honorable mention

CEREMONIES COMPETITIONS

COMPETITION SUMMARY

The goal of the 2021 Lone Star Fellowship ceremony evaluations is to improve ceremonial performances and to maximize the quality of the induction experience for the candidate. Since the purpose of these evaluations is purely educational, there is no need for teams to be highly experienced to participate. Inexperienced teams should be able to improve significantly from participating in the evaluations. More experienced teams will benefit as well by observing some of the best teams in the section and receiving suggestions from the highly qualified evaluations staff. Evaluations will be done for the following ceremonies:

- Pre-Ordeal
- Ordeal
- Meteu's Legend
- Brotherhood
- Vigil

Refer to the most current revision of the Field Operations Guide for all rules and guidelines on ceremonies competitions.

Competition entry may be completed online at <http://www.sr-3.org/conclave/>

Have questions? Contact the Competitions CVC by email: chief@sr-3.org

CEREMONIES EVALUATIONS

Ceremony Team Evaluation

Category	Fair	Good	Excellent	Outstanding
Gestures	<ul style="list-style-type: none"> Has few gestures or Gestures don't make sense 	<ul style="list-style-type: none"> Has some good gestures Some gestures need improvement 	<ul style="list-style-type: none"> Emphasizes most important points Meanings fairly clear 	<ul style="list-style-type: none"> Emphasizes all important points Meaning clear to candidates Could express the message without words
Clarity & Rate	<ul style="list-style-type: none"> Lines garbled or mumbled or Excessively fast or very slow 	<ul style="list-style-type: none"> Good clarity but could be improved or Change of rate would improve presentation but understandable 	<ul style="list-style-type: none"> Projects well overall Rate stays at same slow pace that is easily understood 	<ul style="list-style-type: none"> Would be clear to 50 candidates Rate varies appropriately but is always slow enough to be understood
Bearing	<ul style="list-style-type: none"> Body language/facial expression absent or unclear for role 	<ul style="list-style-type: none"> Non-verbal cues generally appropriate for role 	<ul style="list-style-type: none"> Non-verbal cues are consistent with spoken words 	<ul style="list-style-type: none"> Role clear without words
Expressiveness	<ul style="list-style-type: none"> Little change in tone or use of emphasis 	<ul style="list-style-type: none"> Good emphasis and notable changes in tone 	<ul style="list-style-type: none"> Strong use of pauses and makes words reflect their meaning 	<ul style="list-style-type: none"> Words always sound like what they represent
Movements	<ul style="list-style-type: none"> Missed movement 	<ul style="list-style-type: none"> Near perfect. No noticeable omissions or errors 	<ul style="list-style-type: none"> Movements perfect 	<ul style="list-style-type: none"> Movements perfect
Memorization	<ul style="list-style-type: none"> Words or even lines missed or Obvious pauses or needs prompting 	<ul style="list-style-type: none"> A few words missed or transposed but not noticeable. No key items omitted and no obvious pauses 	<ul style="list-style-type: none"> Occasional word missed or transposed but not noticeable. No key items omitted and no obvious pauses. 	<ul style="list-style-type: none"> Letter perfect memorization

Rating the Ceremonialist:

Do not assign the overall rating (Good, Excellent, or Outstanding) based on that principal's best or worst category (Gestures, Bearing, etc.) Assign the overall rating based on how the principal did, on average, in all the categories. **However, if a principal is rated "Fair" in any category then the principal must be rated "Fair" overall regardless of the principal's ratings in the other categories.**

Participant Name	Principal	Overall Rating (circle one)			
	Nutiket	Fair	Good	Excellent	Outstanding
	Meteu	Fair	Good	Excellent	Outstanding
	Allowat Sakima	Fair	Good	Excellent	Outstanding
	Kichkinet	Fair	Good	Excellent	Outstanding

Honor Team Criteria

- At least three of the four team members must be rated **Excellent** or **Outstanding**.
- No more than one team member is rated **Good**.
- No team members are rated **Fair**.
- No movements indicated in the movement diagrams may be altered.

Honor Team

- Yes
 No

Lodge Name: _____ Ceremony: _____

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Overall Rating Standards

Within a skill, a Good or higher rating requires that no element of Fair exists. Otherwise, a skill must be rated Fair even if elements of Good or higher existed. A ceremonialist rated Fair in any skill must be rated Fair overall regardless of the ratings in any other skills.

An overall Good rating requires 3+ skills rated Good or higher.

- An overall Excellent rating requires 4+ skills rated Excellent or higher, including BOTH Technical skills (Memorization; Movements). If either Technical skill is Good then the overall rating is Good.
- An overall Exemplary rating requires 4+ skills rated Exemplary, including BOTH Technical skills, and no skill rated less than Excellent. If either Technical skill is Excellent then the overall rating is Excellent.

Ceremony Evaluation Guidelines

The SKILLS in the evaluation rubric identify the means by which ceremonialists engage and inspire candidates with the gift of the Admonition. The purpose of the evaluation is to model the giving of that gift by validating each ceremonialist's service and by providing clear, actionable guidance on how to better employ these skills. The rubric and these guidelines define a shared, specific vocabulary and rating standards for use by ceremonialists, advisers, and evaluators across the Order of the Arrow.

Skill Ratings: Definitions & Criteria

- No alterations or additions to the ceremonial text are permitted.
- "Few" errors means not more than four. "Minor" errors would not gain candidate notice.
- "Nearly perfect" means not more than two minor errors.
- Skill errors or deficiencies exceeding either the number or magnitude defined by Good require a Fair rating.
- Skills must unquestionably exceed Excellent to be rated Exemplary

Technical

- Memorization: Applies to all ceremonial text spoken to candidates by a principal, elangomat, nimat, or guide.
- Movements: Applies to all directions specified by the ceremony's notes and diagrams. These include, but are not limited to, entering and moving within the circle, guiding candidates, handling and displaying tokens, and conducting the seals.

Physical

- Bearing: Applies to the nonverbal personification of a principal such as:
- Walking or moving about the ceremony circle (rate, natural/unnatural)

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- Physical stance, posture, and orientation (crossed arms is closed body language but arms not crossed is open; looking at speaker)
- Eye contact with candidates or speaking principal
- Facial expressions
- Interaction with candidates and other principals
- Gestures: Physical motions that highlight, describe, or more clearly define the spoken words and are intuitively obvious to the candidate. (Motions without meaning or motions understood by the principal but not by the candidate are harmful distractions not helpful gestures.)

Verbal

- Clarity: “Technical speech,” the mechanical aspects of speech, such as:
- Pronunciation: Are words spoken correctly & syllables fully pronounced?
- Projection: Can all present clearly hear the speaker?
- Rate: Can a candidate readily understand without losing attention?
- Phrasing: Are words grouped into logical idea and presented in full sentences or obscured by choppy “lines?”
- Expression: “Non-technical speech,” the manipulation of tone, volume, pauses, and other vocal inflection used to illustrate or emphasize:
- Feelings (such as, solitude, sadness, resolve, strength, joy)
- Images (such as, elements of nature, living in community)
- Ideas (such as, choice, brotherhood, cheerfulness, service, ignorance, enlightenment)

AMERICAN INDIAN ACTIVITIES COMPETITIONS

COMPETITION SUMMARY

As an integral part of the Order of the Arrow program, American Indian Activities have captivated the minds of countless Arrowmen for over a century. The OA provides a unique opportunity for young people to learn about and experience American Indian culture in a welcoming environment. The AIA Competitions offered at the Lone Star Fellowship are as follows:

- Individual Dance

Refer to the most current revision of the Field Operations Guide for all rules and guidelines on American Indian Activities competitions.

Competition entry may be completed online at <http://www.sr-3.org/conclave/>. More specific registration directions unique to a category of competition may be found in this guide.

Have questions? Contact the Competitions CVC by email: chief@sr-3.org

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INDIVIDUAL DANCE

Individual Dance Competitions at the Lone Star Fellowship provide competitors with an opportunity to showcase and strengthen their skills in American Indian dance in a friendly, competitive environment.

Male Dance Competition Styles:

- Fancy Feather
- Modern Grass
- Straight
- Old Time Sioux
- Contemporary Northern Traditional
- Prairie Chicken

Female Dance Competition Styles:

- Traditional
- Fancy Shawl
- Jingle

Competition Rules

- A. All competitors must be under the age of twenty-one (21) and registered members of the Order of the Arrow and the Boy Scouts of America.
- B. All competitors must be registered Lone Star Fellowship participants. Proof of registration will be required.
- C. Competitors must be prepared to compete in both indoor and outdoor environments.
- D. Competitors must register prior to the event and check in with competitions staff onsite during the event check-in process. Additional competitors who do not register prior to the event will be accommodated on a first come, first served space-available basis.
- E. Dancers must display the contestant number they were issued at check-in, so that the judges can read it. The number is to be attached to the front of the outfit.
- F. Dancers must wear appropriate authentic clothing. The judges are the final authority of what constitutes appropriate authentic clothing.
- G. As described in the U.S. Flag Code, American flags are not to be worn as apparel. Therefore, American flags of any sort may not be worn as part of an outfit. Flag motifs in beadwork and quillwork are acceptable.
- H. No part of any protected species may be worn in any manner. Violation of this rule will result in automatic disqualification. Please be aware of all state and federal laws regarding protected species.
- I. Face paint, body paint, and may not be worn during the competition.
- J. Dancers must dance in the style of their clothing.

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- K. Dancers who lose a major article off of their outfit during the contest will be disqualified. The judges are the final authority of what constitutes a major article.
- L. Overstepping a song will result in a point deduction penalty.
- M. The Boy Scouts of America's Guide to Safe Scouting policies regarding firearms and weapons will be strictly enforced. Additionally, UIW prohibits the unauthorized possession and use of weapons and firearms while on university property.
- N. The judges, with notice to competitors, may alter competition criteria at any time. All decisions are final.

RECREATIONAL LODGE COMPETITION

COMPETITION SUMMARY

Every lodge at the Lone Star Fellowship is encouraged to participate in the most creative competitions around. What is a fellowship without a little fun and a whole lot of competition? The available competitions and their descriptions are listed below. This year we have the competitions for just that listed below with descriptions.

Competition entry may be completed online at <http://www.sr-3.org/conclave/>

Registration

Registration can be accomplished on the Section website or on site at the Conclave. For onsite registration please be sure to register your teams during the Friday evening check-in process at Conclave. Look for the Competitions Registration table at the Lost Pines Dining Hall.

Note: To ensure that we have an adequate number of judges for each competition event we must ask each lodge to register one judge for every registered event.

The deadline to register for competition is Friday, November 19th. Each lodge must provide at least one judge per team that registers.

Have questions? Contact the Competitions CVC by email: chief@sr-3.org

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TUG OF WAR

Two lodges will compete against each other with teams of eight (8). The tug of War game will run as a single elimination tournament, with a 1st, 2nd, and 3rd place. The last two teams in the tournament will compete for 1st and 2nd and the two teams that lost to the two teams competing for 1st and 2nd will compete for 3rd place.

Tug of War Competition Rules:

1. Each team in a Tug of War competition consists of eight people.
2. There are various weight classifications in Tug of War, and the mass of the eight people combined must not weigh more than that determined by the category that they are placed in.
3. The rope used should be of a circumference of approximately 11 cm and should be marked in the middle with a center line as well as two marks that should be placed 4m from the center line.
4. At the start of the pull, the center line of the rope should be immediately above line marked on the ground.
5. Both teams pull the rope, the winner being the team who manages to pull the mark on the rope closest to their opponents over the center line.
6. The rope must be pulled underarm and nobody's elbow must go below the knee, otherwise a foul will be called.

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FLAG FOOTBALL

This is a modified form of football in which ball carriers are downed by pulling off a flag. Each lodge is to bring six (6) members to complete one team.

Flag Football Competition Rules:

A. Pre Game

A.1. Each team will consist of a roster of 12 Players, with a maximum of 7 Players on the field during any play.

B. Kickoff

B.1. Prior to the start time of the game, each team will send one player to the 20-yard Line for a longest throw contest where the player who throws the ball to the farthest yard line on a fly wins. The team that wins the contest can choose if they would like to start the game by receiving or executing a Throw-Off. The team that receives the First Half Throw-Off will Throw-Off to start the Second Half. The team that loses the contest chooses which Goal Line they would like to defend on the initial Possession. After each Touchdown and Safety, the teams will change direction. The Second Half Throw-Off will be in the opposite direction as the First Half Throw-Off.

C. Offense

C.1. The Offense will have one Set of Downs to advance the ball from one Box to the next. Once the Offense advances the ball from one Box into the next, they will receive a new Set of Downs.

C.2. On plays that end in between the Hash Marks, the ball will be spotted where the play ends. If a play ends outside the Hash Marks, the ball will be spotted in-line with the nearest Hash Mark. If the field does not have hash marks, the ball will be spotted in the center of the Field of Play.

C.3. The Quarterback has a maximum of 4 seconds to release the ball either by executing a forward pass, handoff or pitch on any given play.

C.4 The Defense is only allowed to cross the Line of Scrimmage by executing a Blitz, waiting for the Go-Clock to count up 2 seconds or if the Go-Clock is turned off due to a running play or Lateral.

C.5 Only 7 players are allowed in both Defensive and Offensive huddles. Too many players in the huddle will result in the same penalty, Too Many Men on the Field, explained below.

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C.6 The Offense is required to have at least 3 Players on the Line of Scrimmage including the Center before the ball is Snapped. In addition, a maximum of 3 players can line up at or near the Line of Scrimmage on either side of the Center when the ball is snapped.

C.7 The Offense is allowed to have 1 Player in motion at any time, including when the ball is Snapped, so long as that Player is moving horizontally across the field.

C.8 Only a Player's front flag must cross the Goal Line in order to score a Touchdown after the Player retains possession of the ball. Prior to possession, a Player landing in the End Zone must place both feet or another body part other than hands completely inside the field of play.

D. Defense

D.1 A catch or Interception is ruled complete as soon as a Player has control of the ball and two feet touch completely inbounds, although both feet do not necessarily have to touch at the same time. If another part of a Player's body hits the ground before his feet, not including hands, then the initial contact with the ground from that body part must be completely inbounds. For avoidance of doubt, as soon as Player is ruled Out of Bounds, the play is over and a catch or Interception shall be ruled complete if the above requirements are met.

D.2 If a Player Fumbles the ball, with or without the influence of the opposing team, he is considered to have had his flag pulled, and the play is dead at the spot where the ball hit the ground. Fumbles cannot be advanced forward. Laterals can be intercepted and returned provided the ball does not hit the ground.

D.3 Interceptions may be returned and scoring rules are the same as in Section 5. For purposes of a 7-point Touchdown, the length of the return begins from where the ball is Intercepted and not the original Line of Scrimmage.

D.4 Each team will consist of a roster of 12 Players, with a maximum of 7 Players on the field during any play.

D.5 There is no required formation for the Defense.

E. Miscellaneous Rules

E.1 **EARLY PULL:** If a Defensive Player removes an Offensive Player's flag before that Player possesses the ball, the Referee should say "Early Pull" and play continues. The Defense will still need to pull a flag to end the Play.

E.2 **FLAG TAMPERING:** Any attempt to tamper with Flags that would make them more difficult to pull including but not limited to using adhesives, knots and stronger magnets will result in an automatic game Disqualification and the offending team playing Man Down for the remaining duration of the game.

E.2 **TACKLING:** Tackling is defined as the act of a Defensive Player disrupting an Offensive Player's progress through physical contact initiated by the Defensive Player, such that he loses significant momentum and/or falls to the ground. At the conclusion of the play, the Offense will receive the yardage

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gained and a First Down. If the play ends with a loss, the ball will be spotted at the previous spot with a First Down. If a Tackle occurs on a Throw-Off or Punt, the Receiving Team will begin its Possession with a Free Down. In addition, a Player committing a tackle can be sent off the field, putting his team Man Down for 3 plays.

E.3 TOO MANY PLAYERS: If the Offense starts a play with more than 7 Players on the field, the play is dead and the Offense loses the Down. If the Defense starts a play with more than 7 Players on the field, the play continues as a Free Play, with the Offense having the option to take the result of the play or replay the Down.

E.4 UNSPORTSMANLIKE CONDUCT: Unsportsmanlike Conduct is when any of the following occurs:

A player/coach disrespects an official either verbally or physically

- * Taunting of players from the opposing team
- * Fighting/Punching
- * Illegal contact above the shoulders
- * Pretending or acting as if a penalty has occurred in an attempt to influence a Referee's decision-making

The remedy for a Player's first Unsportsmanlike Conduct is the offending Player is sent off the field for 2 plays and his team plays Man Down. On a Player's second offense he must be ejected and another player from his team who was on the field at the time of the penalty must sit out 4 plays with the team Man Down. Officials at their discretion can eject a player on their first Unsportsmanlike penalty and enforce a 4-play penalty similar to a second offense. Any player ejected from a game will be ruled ineligible for the next game.

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ULTIMATE FRISBEE

Taking Frisbee to a whole new level of awesomeness at Section Conclave. 8 of your best arrowmen will go face to face with other lodges in a game of Ultimate Frisbee. The lodge with the most points by the end of the round will win!!!!

Ultimate Frisbee Competition Rules:

A. The Field

A.1 rectangular shape with endzones at each end. A regulation field is 64m by 37m, with endzones 18m deep.

B. Play

B.1 Each point begins with both teams lining up on the front of their respective endzone line. The defense throws (“pulls”) the disc to the offense. A regulation game has seven players per team.

C. Scoring

C.1 Each time the offense completes a pass in the defense’s endzone, the offense scores a point. Play is initiated after each score.

D. Movement of the Disc

D.1 The disc may be advanced in any direction by completing a pass to a teammate. Players may not run with the disc. The person with the disc (“thrower”) has ten seconds to throw the disc. The defender guarding the thrower (“marker”) counts out the stall count.

E. Change of possession

E.1 When a pass is not completed (e.g. out of bounds, drop, block, interception), the defense immediately takes possession of the disc and becomes the offense.

Substitutions — Players not in the game may replace players in the game after a score and during an injury timeout.

F. Fouls —

F.1 No physical contact is allowed between players. Picks and screens are also prohibited. A foul occurs when contact is made.

F.2 When a player initiates contact on another player a foul occurs. When a foul disrupts possession, the play resumes as if the possession was retained. If the player committing the foul disagrees with the foul call, the play is redone.

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Spirit of the Game — Ultimate stresses sportsmanship and fair play. Competitive play is encouraged, but never at the expense of respect between players, adherence to the rules, and the basic joy of play.

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VOLLEYBALL

Lodges will compete in a volleyball tournament consisting of five-person teams. The lodges will battle it out till the end.

Volleyball Competition Rules:

- 5 players on a team
- Maximum of three hits per side
- Player may not hit the ball twice in succession
- Ball may be played off the net during a volley and on a serve
- A ball hitting a boundary line is “in”
- A ball is “out if it hits an antennae or anything supporting the net and if it hits anything outside the boundary area
- It is legal to contact the ball with any part of a player’s body
- It is illegal to catch, hold, or throw the ball
- Match is played to 15 and won by at least 2 points. Best of three matches wins the game

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SURPRISE GAME

New in 2021, a SURPRISE competition will be offered! During the Friday Night show, this competition will be announced by Section Leadership and lodges will have through Saturday morning to assemble their team or make substitutes as needed. Though we won't tell you *what* the game is, we will share some details about the game so your lodge can prepare:

Surprise Game Parameters:

- Up to ten players per team. If one lodge cannot provide a full ten players, team sizes will be reduced to an even number in a given match.
- This game will require some physical activity, but no highly practiced skills such as those in volleyball, minimal running/jogging, etc.
- This game will involve throwing things.

THE QUEST FOR THE GOLDEN ARROW

At the 2016 Lone Star Fellowship, section leadership introduced an objective award that focuses on the performance of each lodge in friendly competition called the "Quest for the Golden Arrow." This award tests each lodges' teamwork abilities, strength and determination by competing in recreational games and lodge program displays. The Quest for the Golden Arrow award is awarded to the lodge that accumulates the most points in the categories listed below.

Competition	Points		
	1 st Place	2 nd Place	3 rd Place
Recreational Competitions			
Tug of War	20	14	8
Flag Football	20	14	8
Ultimate Frisbee	20	14	8
Volleyball	20	14	8
Surprise Game	20	14	8
Lodge Program Competitions			
Service Display	6	4	2
Website	6	4	2
Camping Promotions Display	6	4	2
History Display	6	4	2
Publications	6	4	2
Social Media	6	4	2
Promotional Video	6	4	2
Mascot	6	4	2

May the best lodge win!

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Have questions? Contact the Competitions CVC by email: chief@sr-3.org