



Conclave 2026:  
Ready Arrowman One  
Section G1



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## Welcome Letter

Brothers,

On April 17 to 19, 2026, Arrowmen from across Section G1 will gather at Camp Attakapas in Trout, LA, to participate in our annual Section G1 conclave, full of quality training sessions, fun activities, and lodge-wide competitions! We cordially invite you to not only attend but experience all that conclave has to offer. The section leadership as well as the service lodge, Quelqueshoe Lodge, are excited to welcome you as we delve into “Ready Arrowman One” and explore all the ins and outs that the Order of the Arrow has to offer.

This packet was carefully crafted to contain all the information you need to have an amazing conclave experience. The Lodge Participation Packet (LPP) outlines every training, activity, competition, and much more that each conclave participant will need for the weekend.

The Order of the Arrow is more than any Arrowman alone; it is a community of members, of chapters, of lodges. There are a variety of events throughout the weekend designed to get you to meet and interact with Arrowmen from across the section, and we encourage you to take advantage of every opportunity to do so!

All lodge contingents should try to arrive at Camp Attakapas before midnight on Friday, April 17, 2026. Departure on Sunday, April 19, 2026, is at 9:30am. We ask that you read through this packet, especially the *General Information* and *Logistics* sections, ahead of time to be fully prepared to check in on Friday.

We look forward to seeing you at Camp Attakapas for an unforgettable weekend!

Yours in Brotherhood, WWW

Anthony J. Quillman

Jyllian Beran

Meredith Beran

*Section Chief*

*Section Vice Chief*

*Section Secretary*



## General Information

### **Contingent Member**

- When:** April 17-19, 2026  
**Where:** 795 Boy Scout Road, Trout, LA 71371, US  
**Cost:** \$60.00  
**Link:** <https://g1.oa-scouting.org/conclave/>

**The Lodge Contingent Leader:** The lodge contingent leader (LCL) is the youth in charge of the entire lodge contingent to, during, and from the section conclave. They ensure that all participating Arrowmen follow all policies set forth: Scouting America guidelines, national OA policies, and camp rules.

**The Lodge Contingent Adviser:** The lodge contingent adviser (LCA) is the adult who oversees the LCL and is responsible for the safety of their lodge contingent to, during, and from the conclave site. They are also held accountable for any registered Arrowman 18 years or older that is not in compliance with Safeguarding Youth training (SYT) standards.

**Welcome Packets:** At Check-in, each participant will receive a manila envelope containing a name tag with an event schedule QR code and training sessions QR code on it, a host camp map, an activities list with locations, the official conclave registration patch, and a lodge competitions list.

**Uniform:** All participants - contingent members, staff members, and special guests - should bring their full field uniform ("Class A" plus OA sash) and wear it at the allocated times on the schedule given out at Check-in.

**Conclave Headquarters:** Headquarters for conclave will be in the Dining Hall.

**First Aid:** First Aid will be provided in the Admin Building There will always be qualified personnel on duty during conclave. Any medical and/or dietary needs for both youth and adults must be reported ahead of time during registration.

**Dining Hall Procedures:** Meals will be served cafeteria style in an extended time format. Please clean your table in a cheerful spirit as you leave. The kitchen area is off limits to EVERYONE except the kitchen staff.

**Contact Information:** Please direct your inquiries to [registrar@sectiong1.oa-bsa.org](mailto:registrar@sectiong1.oa-bsa.org) and place "Conclave" at the beginning of your e-mail subject so that it is easily distinguishable from others. E-mails will be responded to within a 24-hour window.



## Logistics

**Travel:** The 2026 Section G1 Conclave will be held at Camp Attakapas in Trout, LA ([estimated lodge travel itinerary](#) from local council service center).

**Arrival:** Upon arrival between 7:00pm-9:30pm on Friday, lodge contingents will be greeted by a sign that reads “Check-in,” which will direct them to the parking lot outside of the red gate. Once parked, lodge contingents must check in at the Admin Building. All Health Forms (Parts A & B) should be turned into your Lodge Contingent Adviser. The LCA is responsible for verifying current Youth Protection training (YPT) **for 18+ participants** and current membership in the Order of the Arrow. Following Check-in, each group will be assigned a service lodge guide (SLG), an Arrowman who will direct attendees within their cars to their respective assigned campsite to unpack gear. After gear is unloaded, all vehicles will head back up to the parking lot where they will remain until departure time on Sunday morning.

**Departure:** Departure will be around 9:30am on Sunday after each lodge contingent has broken down their assigned campsite.

**Tentage:** Every lodge contingent is responsible for providing their own tents, footprints (tarps), cots, appropriate bedding, and any other sleeping necessities. Campsite assignments will be given after registration closes and at Check-in. If you need any special accommodations, please inform your local lodge adviser and have them contact the section at [chief@sectiong1.oa-bsa.org](mailto:chief@sectiong1.oa-bsa.org). All assigned campsites will have showers and toilets available nearby. Scouts and Scouters with exceptionalities are also highly encouraged to attend.

**Vehicles:** All vehicles must be parked in designated parking areas. Following Check-in, lodge contingents will be allowed to drive their vehicles to their respective campsite to drop gear and then must go to park by nightfall. If a lodge wishes to leave early, they must communicate their intention to the section prior to or at Check-in so accommodations can be made.

**Leaving the Site:** No one may leave conclave without prior permission from their respective adviser - either the lodge contingent adviser or the section chief and the section adviser. The participant must then check out through “Conclave Headquarters.” The gate to camp closes at 10:30pm and will reopen at 6:30am. No one will be allowed to enter camp during that time interval.

**Visitors:** Only pre-approved visitors will be permitted on camp property. Assigned campsites to lodge contingents are considered private areas for the duration of conclave and should not be entered by others without first obtaining permission. Individuals must be registered with Scouting America to remain at camp overnight.



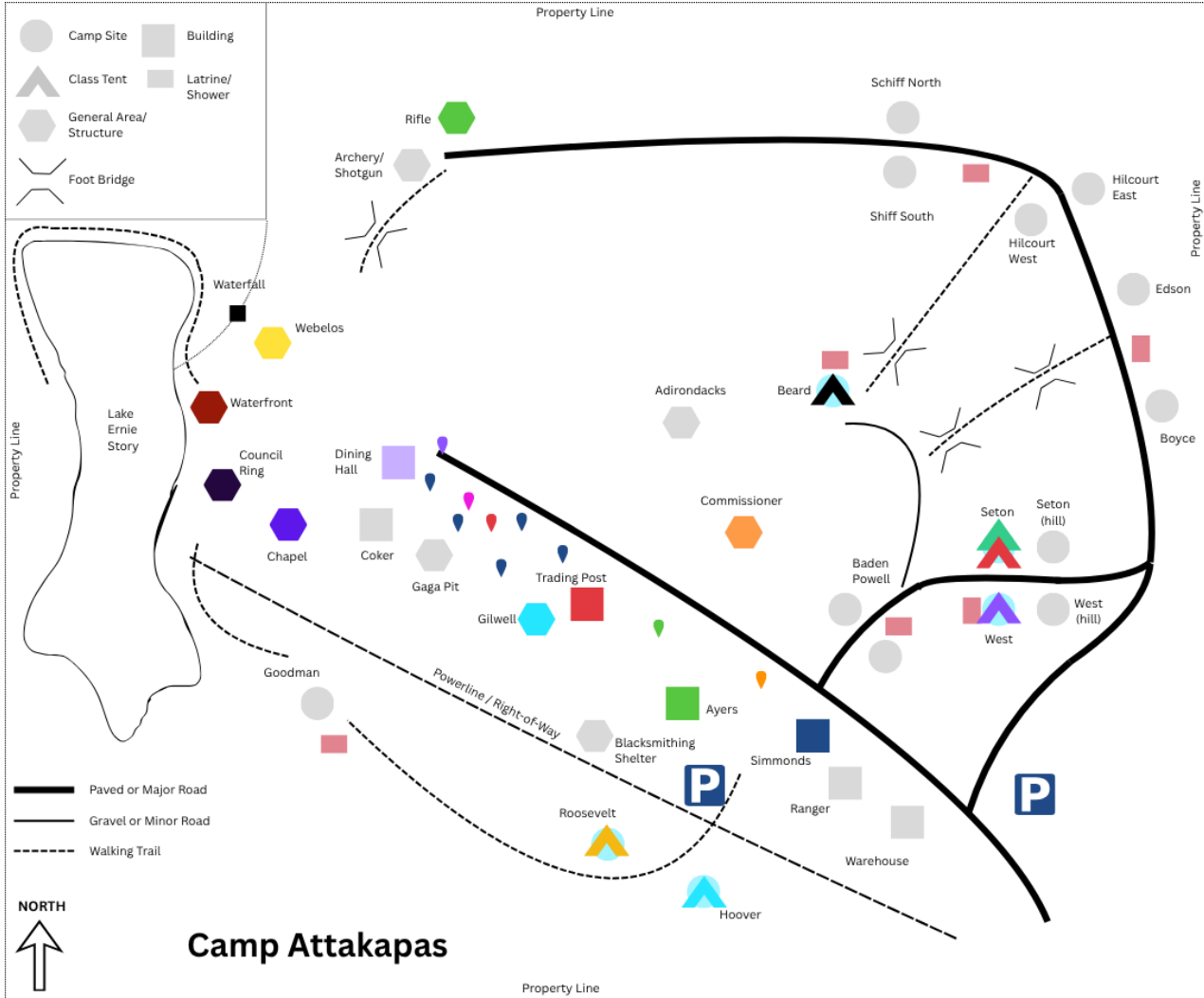
## **Packing List**

**Note:** Assemble your gear based on the weather conditions.

- Annual Health and Medical Record (AHMR) Form [Parts A & B]
- Scouting-appropriate Clothing
- T-shirt/pillow case/bandana (for screen printing)
- Scouting-appropriate Swim Gear
- Rain Gear (Be Prepared)
- Camp-appropriate Shoes
- Field Uniform (including OA Sash)
- Tent
- Footprint (Tarp)
- Bed Gear (Sleeping Bag/Pad)
- Pillow
- Toiletries
- Towel and Washcloth
- Day Pack
- Notebook and Pen (for Arrowmen Discovery Sessions) [recommended]
- Water Bottle
- Cup (for Meals)
- Flashlight
- Smart Phone (with Charger or Battery Pack)
- Patches (for Trading)
- Spending Money (Cash and/or Card)



# Camp Attakapas Map



## Camp Attakapas





## Campsite Assignments

Lodge	Members	Campsite (subject to change)
Atchafalaya	25	Seton
Chilantakoba	20	Seton
Comanche	40	West
Quelqueshoe	10	Hoover
Quinipissa	30	Roosevelt

## Schedule

**F** signifies full Field Uniform

Key ||  >21 ||  <21

## Schedule

### Friday, April 17th

<b>Conclave 2026 Schedule</b>			
Attire	Time	Program	Location
<b>Friday, 4/17/26</b>			
	4:00 PM	Key Leadership Begin Arriving	-
<b>F</b>	6:00-8:30 PM	Check-in	Simmonds Admin Bldg
<b>F</b>	9:05 PM	Opening Ceremony	Council Ring
<b>F</b>	9:20 PM	Friday Night Show	
	10:00 PM	Cracker Barrel	Dining Hall
<b>F</b>	10:20 PM	<i>Contingent Leaders &amp; Staff Meeting</i>	Admin Building
	11:30 PM	TAPS	-



## Saturday, April 18th

Saturday, 4/18/26			
F	6:15 AM	Vigil Rededication Program	Council Ring
	6:30 AM	Reveille	-
	7:00 AM	Breakfast	Dining Hall
	8:00 AM	Arrowmen Discovery Sessions	Various
	9:30 AM	Morning Program Activities Begin	-
		Ceremony Evaluations	Council Ring
		D&D - 1	Trading Post - East
		Pac-Man	Field
	10:00 AM	Space Invaders	Webelos Area
	10:30 AM	Duck Hunt	Field
	11:00 AM	Donkey Kong	Field
	11:30 AM	NBA Jam	Basketball Court
	11:45 AM	Morning Program Activities End	-
	12:00 PM	Lunch	Dining Hall
	12:40 PM	New Arrowmen Program	
	1:00 PM	Afternoon Program Activities Begin	-
		D&D - 2	Trading Post - East
		Pong	Commissioner Area
	1:00-5:00 PM	Gun.Smoke	Rifle Range
	2:00 PM	Frogger	Webelos Area
		Overcooked	Gilwell
	3:00 PM	HydroThunder	Waterfront
		D&D - 3	Trading Post - East
	4:00 PM	Paper Boy	Dining Hall Road
	5:15 PM	Afternoon Program Activities End	-
F	5:30 PM	Dinner	Dining Hall
F	6:30 PM	Section Business Meeting	Council Ring
	6:45 PM	Founder's Festival Setup	
	7:45 PM	Founder's Festival	
		Silent Auction	Dining Hall
F	9:00 PM	Saturday Night Show	Council Ring
	10:00 PM	Cracker Barrel	Dining Hall
F	10:15 PM	Contingent Leaders & Staff Meeting	
		Section Trading Post Closes	Trading Post
	11:00 PM	TAPS	

## Sunday, April 19th

Sunday, 4/19/26			
	6:30 AM	Reveille	-
F	7:00 AM	Interfaith Worship Service	Chapel
	8:00 AM	Breakfast	Dining Hall
	9:30 AM	Break Camp & Departure	-



## Arrowmen Discovery Sessions

We are excited to offer three informative and engaging training sessions at this year's conclave, led by Section G1's training corps.

The training will take place on Saturday morning from 8:00am to 9:30am. In order to ensure that all Arrowmen have the opportunity to attend each training, we will be splitting up the attendees as follows:

<b>Lodge Officers &amp; Advisers</b> (Group A)	Trading Post Porch
<b>Youth Attendees</b> (Group B)	Dining Hall
<b>Adult Attendees</b> (Group C)	Simmonds Admin Building

Each of the three trainers will rotate between the three locations every 30 minutes so that all Arrowmen will have the chance to attend all three training sessions.

**Player One Connected: Strengthening the OA–Unit Link** - This engaging 30-minute training equips OA youth and adults with the tools to strengthen the connection between their unit and the Order of the Arrow. Participants will gain practical, easy-to-use strategies for communication, participation, and supporting OA growth—no matter their experience level. Through real-world examples and interactive discussion, the session is fast-paced, relevant, and immediately useful. Whether you're new to the OA or a seasoned Arrowman, this training will leave you energized and ready to make a real impact in your unit.

**Level Up Your Inductions: Induction Rates & Best Practices** – This training that equips OA youth and adults with practical strategies to move candidates from election to induction. Participants explore why induction rates matter, how call-outs and communication influence candidate decisions, and what best practices successful lodges use to increase Ordeal attendance. The session emphasizes engaging both candidates and parents while leveraging unit representatives and council leadership. Attendees leave with a clear understanding of the “game plan” and at least one actionable improvement they can implement immediately to strengthen their lodge’s future.

**New Inductions Experience** – This training introduces everything currently known about the new 2026 Inductions process and ceremonies, recently approved and published at the national level. Participants will gain an overview of what has changed, what resources are now available, and how these updates will shape the future OA induction experience. National trainings will roll out in April and May, followed by a Section-hosted New Inductions Experience in August, giving lodges a hands-on opportunity to experience the new process. Core inductions teams will then return home prepared to deliver the updated induction experience confidently and correctly within their own lodges.



We hope that all participants will take advantage of this unique opportunity to learn from our talented trainers and bring new ideas and strategies back to their lodges.



## ARC

### Activities

**Saturday:** On Saturday, there are a series of activities for Arrowmen to participate in with others. Whether it be an engaging game of Dungeons & Dragons or an intense round of Mario Kart, conclave’s morning activities have plenty to offer. See below for the list of activities and where they are located:

**D&D Campaign\***

*Simmonds Admin Building*

**Button Making**

*Trading Post East*

**Perler Bead Art**

*Trading Post East*

**Mario Kart**

*Ayers Building*

**Board Games**

*Trading Post East*

**Mural Painting**

*Trading Post East*

**Screen Print T-Shirt\*\***

*Trading Post East*

*\*Bring your dice and pre-made [character sheet](#). First come, first served basis. One morning session, two afternoon sessions.*

*\*\*Bring your own t-shirt/bandana to screen print. Ink color will be black.*

### Recreation

**All Day:** Following the Arrowmen Discovery Sessions on Saturday from 10:00am-5:00pm, rifle shooting, fishing, swimming, and basketball. **\*Arrowmen wishing to participate in Rifle Shooting MUST bring \$5 for ammunition expenses.\*** This set time interval gives Arrowmen the option to experience some of the thrills that conclave has to offer while enjoying them with their fellow brothers. See below for the list of recreation, their location, and the time they are being offered:

**Rifle Shooting**

*Shooting Range*

**Fishing Rodeo**

*Lake*

**Basketball**

*Basketball Court*

**Free Swim**

*Lake*



## **Competitions**

Participation in competition activities earns your lodge points towards the Blossoming Tree Award. Placing 1st, 2nd, or 3rd will earn your lodge additional points.

**Pac-Man:** In Real-Life Pac-Man, players step into a life-sized maze and bring the classic arcade game to life. One player is Pac-Man, while several others play the Ghosts chasing them through the maze. The pathways are lined with pellets that Pac-Man must collect while staying on the maze paths. The ghosts roam the maze trying to tag Pac-Man before all the pellets are gathered. A few special Power Pellets are placed in the maze as well. When Pac-Man collects one, they gain the ability to chase and tag the ghosts for a short time. Tagged ghosts must return to the Ghost House before rejoining the game. Pac-Man wins by collecting all the pellets, while the ghosts win if they tag Pac-Man first. Quick thinking, fast turns, and smart route choices are the key to survival in this live-action arcade chase.

**Space Invaders:** Two teams stand on opposite sides of a large tarp or barrier so they cannot see each other. The tarp acts as the “shield,” forcing players to rely on strategy and communication rather than sight. Players take turns lobbing water balls over the tarp, trying to hit members of the opposing team. Between throws, players are allowed to move to different spaces, adding an element of surprise and strategy as they try to avoid incoming attacks. Teammates must work together to guess where opponents might move next and coordinate their throws. Lodges should supply 5-member teams to drop “bombs” on the other teams.

**Duck Hunt:** In this live-action version of the classic Nintendo game *Duck Hunt*, players step into the role of hunters trying to shoot flying “ducks” out of the sky. Hunters are armed with Nerf blasters and stand facing a large tarp or barrier. From behind the tarp, helpers toss frisbees into the air, sending the “ducks” flying across the field. As each frisbee launches over the tarp, the hunters must react quickly and try to hit the flying target with their Nerf darts before it hits the ground. Ducks may fly in different directions, heights, or speeds, keeping players on their toes. Points can be awarded for each successful hit.

**Donkey Kong:** In this real-life Donkey Kong Sweeper Challenge, players take on the role of Mario trying to dodge the barrels rolling down from Donkey Kong’s tower. Participants stand on platforms arranged in a circle while a rotating sweeper arm represents the famous rolling barrels. As the arm passes, players must jump over the barrel to avoid getting knocked out. At timed intervals, a whistle or signal prompts everyone to hop forward to the next platform, moving them closer to Donkey Kong while the barrels keep coming. Each round the sweeper spins faster and faster, making the jumps more challenging. If a barrel touches a player, they’re out for the round. The remaining Marios keep jumping, dodging, and advancing until only one hero is left standing. The last Mario to avoid the barrels wins the level and defeats Donkey Kong!

**NBA Jam:** Are you the next Steph Curry or Steve Nash? Come test your free-throw abilities in this high-intensity game of Put-Out and find out who is King or Queen of the Court!



**Pong:** Returning to Conclave 2026 is the annual, highly-anticipated competition of section Volleyball. Volleyball is an excellent competition that showcases the toughest and most competitive youth Arrowmen within the lodge all while promoting fellowship and camaraderie. The fierce details for this event are below:

- The location is at the open space between the trading post and dining hall
- There will be 5 competing teams, one from each lodge
- Each team will only have three youth (<21)
- Single elimination bracket is in effect
- If time permits, the winning lodge team will face off against a section team

**Gun.Smoke:** Being from Louisiana, it is only fair to host a competition regarding one of the integral components of leisure time: hunting and rifle shooting. This competition is designed to see which of the five regions in Louisiana outputs the best types of shooters. The details for this shoot-out event are below:

- The location is the Rifle Range
- There is no restriction for the number of lodge entrees: the competition is open to anyone, BOTH youth and adults, who wishes to participate
- This event will take place during the rifle shooting recreation time
- An additional fee of \$5 will be charged for ammunition

**Frogger:** In this real-life version of the classic arcade game *Frogger*, the goal is to safely travel from one side of the field to the other while avoiding moving obstacles. Drive your RC “Frogger” car across a marked course while other players stand along the sides and roll balls of different sizes and speeds across the path, representing the dangerous traffic from the video game. The objective is to successfully reach the other side without getting hit, just like guiding Frogger safely across the road.

**HydroThunder:** Teams will paddle from one side of the swim area, to the dock on the opposite side and back. Fastest time wins. One team from each lodge will be given 2 sheets of cardboard (4' x 8', 3/16"). Teams may begin working on boats at 9:30am. Team will have until 2:45pm to complete their boat. Teams must supply their own duct tape and cutting tools. Teams must only use the cardboard supplied by the Section. PFDs and secured footwear must be worn.

**Overcooked:** Showcase your best cobbler in this (21+) *adult-only* competition! All ingredients must be prepared and baked on-site, using a Dutch oven and charcoal. Bring your own equipment.

*\*A cobbler is defined as a dessert consisting of fruit baked in a deep dish with a thick, cake-like crust on top.*

**Paper Boy:** In this real-life version of the classic Nintendo game *Paperboy*, players ride bicycles along a designated path delivering newspapers to targets. Each player starts with a stack of rolled newspapers. As they ride, they toss the “papers” toward targets placed along the route, such as buckets, boxes, or mock mailboxes representing subscribers’ houses. Players



must keep moving along the route while aiming carefully to land their deliveries. Successful hits score points, while missed throws simply mean a lost paper. Extra targets can be placed along the path for bonus points, adding an extra challenge. The goal is to finish the route with the most successful deliveries and the highest score while staying balanced on the bike and making accurate throws—just like the fast-paced fun of the original arcade game.

**Black Bass:** Calling all anglers! Bring your fishing gear and test the bountiful waters of Camp Attakapas’s Lake Ernie Story, filled with bass, bream, crappie, and even possibly catfish. Snap a picture of your caught fish with the provided ruler, upload the photo to our conclave album, and then return the fish to the lake. Please refrain from fishing in the swimming area. This tournament promises fun, friendly competition, and a chance to enjoy the great outdoors. Whether an experienced angler or just starting out, everyone is welcome to participate!

**Photo Battle Arcade:** Throughout the conclave weekend, all participants, open to both youth and adults, are encouraged to capture and share their experiences at conclave through photography.

To participate in the Picture Competition, participants should take pictures of their experiences at conclave, including activities, training sessions, ceremonies, and other events. These pictures should capture the spirit and energy of conclave and reflect the theme of the event.

Participants should then submit their pictures to the section communications coordinator by 4:00pm on Saturday via the QR code, which will redirect them to a [Google Photos dropbox](#), posted around the Dining Hall and in your Level-Up XP Tracker Passport. The winners of the Picture Competition will be announced during the Saturday Night Show of conclave, and the winning pictures will be featured in a slideshow for all participants to see.

We highly encourage all participants to participate in this competition and submit their best pictures to the section communications coordinator for consideration. Please note that by submitting pictures for the Picture Competition, participants agree to allow the pictures to be used for promotional purposes by the section, the Order of the Arrow, and, potentially, Scouting America.



## Engagement

### Conclave Spirit Award

Lodges will earn points based on their participation in the weekend activities as well as their performance in the various conclave competitions that are offered throughout the weekend. In addition to earning points through their involvement in these events, lodges will also be evaluated on their overall energy and engagement throughout the weekend. This will include factors like lodge unity, participation in lodge-specific tasks, and overall enthusiasm and engagement throughout the weekend.

At the end of the weekend, the lodge with the most points will be awarded the **Blossoming Tree Award**, a prestigious section award that recognizes the lodge that has showcased the most engagement and spirit throughout the conclave weekend. Which lodge will come out on top this year and boast the honor of spirit until the next conclave?

We encourage all participants to get involved in The Conclave Wide Game and compete for the Blossoming Tree Award. Engagement is at the heart of the Order of the Arrow and goes hand-in-hand with the spoken and fundamental Brotherhood.

### Conclave Wide Game

**Level Up Challenge** is a camp-wide game designed to bring excitement to the entire conclave experience. Inspired players earn points and advance through levels in an arcade game, Arrowmen will collect **XP (experience points)** throughout the weekend by participating in activities, competitions, and events. Each participant will receive a **Level Up Passport**, which lists all the different opportunities available to earn XP during the conclave. These opportunities may include program activities, competitions, service opportunities, training sessions, and other special events happening throughout the weekend. Just like in a video game, the more challenges you complete and the more “levels” you play, the more XP you earn. The goal is not only to play the “game,” but to experience everything the weekend has to offer. As Arrowmen complete activities, their passports will be marked to show the XP they have earned.

At the end of the activity period, participants will **turn in their passports**, and all XP earned will be compiled into their lodge’s total score.

### Information Booth

The information booth is a valuable resource at conclave that provides important information to participants. Located in the dining hall, you can find information on where events are taking place, the event schedule, and other important details about the conclave. You can also pick up maps, program books, OAHA information, and other helpful materials. Additionally, the information booth will have general information about the section, such as upcoming events, leadership opportunities, and more, and is a great resource to ensure that your conclave experience is overall enjoyable. Be sure to stop by the booth with any questions, when in need of assistance, or to simply learn more about what the section has to offer!



## **Inductions & Ceremony Evaluations**

### **Ceremony Evaluations**

The ceremonies within the Order of the Arrow are the soul of the organization; they tell the story and foundation of the principles that every Arrowmen should seek to live by. A well-executed ceremony can inspire and motivate Arrowmen to become more engaged in their communities and serve as role models for others. Every candidate, therefore, deserves a quality ceremony, uniting Arrowmen in their dedication to leadership, service, and brotherhood.

Hence, ceremony evaluations are an essential aspect of the conclave experience. They are internal competitions in which lodge ceremony teams compete against themselves to achieve the highest rating possible by showcasing their knowledge and proficiency in performing the Pre-Ordeal, Ordeal, Brotherhood, and Pre-Vigil ceremonies before judges. Individual ceremonialists without a ceremony team may be evaluated as well and will be judged accordingly.

#### **Overall Guidelines:**

1. All team members must be from the same lodge and under twenty-one (21) years of age.
2. Each lodge may enter an unlimited number of teams in any of the ceremony categories.
3. A team member may compete with only one team per ceremony category.
4. Each team may not have more than four (4) members evaluated. Other Arrowmen may participate as shadow candidates, with props requiring approval from judges.
5. Registered teams will receive a specific evaluation time to ensure equitable participation and minimize wait times for Arrowmen.
6. Arrowmen are encouraged to observe performances without causing any disruption. Observers should hold the "honor" of the ceremony being judged for admission (i.e. Brotherhood members can observe Brotherhood Ceremony evaluations).
7. The evaluation categories are technical (memorization and movements), physical (bearing and gestures), and verbal (clarity and expressiveness). Within technical, memorization applies to all ceremonial text spoken to candidates by a principal, elangomat, nimat, or guide, and movements applies to all directions specified by the ceremony's notes and diagrams. In physical, bearing applies to the nonverbal personification of a principal, and gestures refer to physical motions that highlight, describe, or more clearly define the spoken words and are intuitively obvious to the candidate. And with verbal, clarity refers to "technical speech," or the mechanical aspects of speech, and expressiveness refers to "non-technical speech," or the manipulation of tone, volume, pauses, and other vocal inflection used to illustrate or emphasize. The standards of each rating system can be found in the ceremony categories below along with their respective linked rubric.
8. Teams rated Quality or Honor in any ceremony category will receive awards. Individual ceremonialists rated Excellent will also obtain recognition. Comments will be included in the evaluation-rating package, with score sheets available at the awards presentation.



**Pre-Ordeal:**

	Skill	Rating		
		Fair	Quality	Excellent
<b>Technical</b>	Memorization	8+ Minor Mistakes 1+ Major Mistakes	5-7 Minor Mistakes 0 Major Mistakes	0-4 Minor Mistakes 0 Major Mistakes
	Movements	5+ Minor Mistakes 1+ Major Mistakes	3-4 Minor Mistakes 0 Major Mistakes	0-2 Minor Mistakes 0 Major Mistakes
<b>Physical</b>	Bearing	Little to no candidate eye contact. Closed body language. Does not give speaker unbroken attention.	More often than not: engages candidates & principals with eye contact <i>AND</i> body language. Gives speaker unbroken attention.	Consistently engages candidates & principals with eye contact, body language, & facial expressions. Gives speaker unbroken attention.
	Gestures	Absent, meaningless, and/or distracting.	Generally obvious in reinforcing spoken words, but some are unnecessary and/or confusing.	Both intuitively obvious and judiciously chosen to reinforce spoken words.
<b>Verbal</b>	Clarity	Words are incorrectly pronounced and/or syllables are not clearly enunciated. Rate is very fast or slow, compromising candidate focus. Projection is inadequate for venue.	Words are generally spoken correctly and with clear enunciation. Rate does not compromise candidate understanding or attention. Projection is adequate for venue.	Words are spoken conversationally while remaining consistently clear and correct. Rate modulates with purpose. Projection is adequate for venue.
	Expressiveness	No feeling, monotone, and/or no emphasis.	More often than not tone is changed to match content of words, and emphasis is placed on words/clauses with purpose.	Consistently speaks naturally. Tone and emphasis are changed thoughtfully and purposefully.

**RUBRIC**



**Ordeal:**

NOTE: Ceremony concludes at the end of The Legend.

	Skill	Rating		
		Fair	Quality	Excellent
<b>Technical</b>	Memorization	13+ (N/M/AS) / 8+ (K) Minor Mistakes 2+ (N/M/AS) / 2+ (K) Major Mistakes	8-12 (N/M/AS) / 5-7 (K) Minor Mistakes 1 (N/M/AS) / 0-2 (K) Major Mistakes	0-7 (N/M/AS) / 0-4 (K) Minor Mistakes 0 (N/M/AS) / 0-1 (K) Major Mistakes
	Movements	5+ Minor Mistakes 1+ Major Mistakes	3-4 Minor Mistakes 0 Major Mistakes	0-2 Minor Mistakes 0 Major Mistakes
<b>Physical</b>	Bearing	Little to no candidate eye contact. Closed body language. Does not give speaker unbroken attention.	More often than not: engages candidates & principals with eye contact <i>AND</i> body language. Gives speaker unbroken attention.	Consistently engages candidates & principals with eye contact, body language, & facial expressions. Gives speaker unbroken attention.
	Gestures	Absent, meaningless, and/or distracting.	Generally obvious in reinforcing spoken words, but some are unnecessary and/or confusing.	Both intuitively obvious and judiciously chosen to reinforce spoken words.
<b>Verbal</b>	Clarity	Words are incorrectly pronounced and/or syllables are not clearly enunciated. Rate is very fast or slow, compromising candidate focus. Projection is inadequate for venue.	Words are generally spoken correctly and with clear enunciation. Rate does not compromise candidate understanding or attention. Projection is adequate for venue.	Words are spoken conversationally while remaining consistently clear and correct. Rate modulates with purpose. Projection is adequate for venue.
	Expressiveness	No feeling, monotone, and/or no emphasis.	More often than not: tone is changed to match content of words, and emphasis is placed on words/clauses with purpose.	Consistently speaks naturally. Tone and emphasis are changed thoughtfully and purposefully.

**RUBRIC**



**Brotherhood:**

NOTE: Ceremony concludes at the end of the OA Song.

	Skill	Rating		
		Fair	Quality	Excellent
<b>Technical</b>	Memorization	13+ Minor Mistakes 2+ Major Mistakes	8-12 Minor Mistakes 1 Major Mistake	0-7 Minor Mistakes 0 Major Mistakes
	Movements	6+ Minor Mistakes 1+ Major Mistakes	4-5 Minor Mistakes 0 Major Mistakes	0-3 Minor Mistakes 0 Major Mistakes
<b>Physical</b>	Bearing	Little to no candidate eye contact. Closed body language. Does not give speaker unbroken attention.	More often than not: engages candidates & principals with eye contact <i>AND</i> body language. Gives speaker unbroken attention.	Consistently engages candidates & principals with eye contact, body language, & facial expressions. Gives speaker unbroken attention.
	Gestures	Absent, meaningless, and/or distracting.	Generally obvious in reinforcing spoken words, but some are unnecessary and/or confusing.	Both intuitively obvious and judiciously chosen to reinforce spoken words.
<b>Verbal</b>	Clarity	Words are incorrectly pronounced and/or syllables are not clearly enunciated. Rate is very fast or slow, compromising candidate focus. Projection is inadequate for venue.	Words are generally spoken correctly and with clear enunciation. Rate does not compromise candidate understanding or attention. Projection is adequate for venue.	Words are spoken conversationally while remaining consistently clear and correct. Rate modulates with purpose. Projection is adequate for venue.
	Expressiveness	No feeling, monotone, and/or no emphasis.	More often than not: tone is changed to match content of words, and emphasis is placed on words/clauses with purpose.	Consistently speaks naturally. Tone and emphasis are changed thoughtfully and purposefully.

**RUBRIC**



**Pre-Vigil:**

	Skill	Rating		
		Fair	Quality	Excellent
<b>Technical</b>	Memorization	8+ Minor Mistakes 1+ Major Mistakes	5-7 Minor Mistakes 0 Major Mistakes	0-4 Minor Mistakes 0 Major Mistakes
	Movements	2+ Minor Mistakes 1+ Major Mistakes	0-1 Minor Mistakes 0 Major Mistakes	0-1 Minor Mistakes 0 Major Mistakes
<b>Physical</b>	Bearing	Little to no candidate eye contact. Closed body language.	More often than not: engages candidates with eye contact <i>AND</i> body language.	Consistently engages candidates with eye contact, body language, & facial expressions.
	Gestures	Absent, meaningless, and/or distracting.	Generally obvious in reinforcing spoken words, but some are unnecessary and/or confusing.	Both intuitively obvious and judiciously chosen to reinforce spoken words.
<b>Verbal</b>	Clarity	Words are incorrectly pronounced and/or syllables are not clearly enunciated. Rate is very fast or slow, compromising candidate focus. Projection is inadequate for venue.	Words are generally spoken correctly and with clear enunciation. Rate does not compromise candidate understanding or attention. Projection is adequate for venue.	Words are spoken conversationally while remaining consistently clear and correct. Rate modulates with purpose. Projection is adequate for venue.
	Expressiveness	No feeling, monotone, and/or no emphasis.	More often than not: tone is changed to match content of words, and emphasis is placed on words/clauses with purpose.	Consistently speaks naturally. Tone and emphasis are changed thoughtfully and purposefully.

**RUBRIC**



## **Vigil Rededication Program**

The Vigil Rededication Program is a solemn and meaningful ceremony that recognizes and honors the contributions of Arrowmen who have been inducted into the Vigil Honor. The Vigil Honor is the highest honor that can be bestowed upon an Arrowman who has demonstrated exceptional service, dedication, and commitment to the ideals of the Order of the Arrow.

The Vigil Rededication Program will begin at 6:15am on Saturday morning and will take place at the Council Ring in the conclave venue. Only Arrowmen who have previously been inducted into the Vigil Honor will have the opportunity to participate in this meaningful ceremony, which will be led by experienced ceremonialists and advisers.

During the Vigil Rededication Program, participants will have the opportunity to reflect on their own service and commitment to the Order of the Arrow and to rededicate themselves to the ideals of the Vigil Honor: service to their fellow Scouts and Scouters and the broader community. The program is also a unique and special opportunity for Arrowmen to connect with the rich history and tradition of the Order. We encourage all Arrowmen who have been inducted into the Vigil Honor to participate in this meaningful and memorable ceremony.



## Service

Just like in a classic arcade game, every player needs the right tools to succeed. This year, we're hosting a **School Supply Drive** to help students start the school year fully equipped and ready to level up their learning.

Many students begin the school year without the basic supplies they need for class. By donating school supplies, you can help ensure every student has the items they need to complete assignments, stay organized, and succeed in school. Think of it as giving a student the power-ups they need to complete their academic quests!

### **How You Can Help**

We're collecting school supplies that will be distributed to students who need them most. Items we are looking for include:

**Writing Gear:** Pencils, pens, markers, crayons, and highlighters

**Notebook Power-Ups:** Notebooks, loose-leaf paper, composition books, and folders

**Backpack Inventory:** Pencil pouches, binders, rulers, scissors, and glue sticks

**Creative Mode Supplies:** Colored pencils, art supplies, and other classroom essentials

Every donated item helps a student gain the tools they need to complete their next level in school. Whether you donate one item or a whole backpack full, every contribution helps increase the community's score.

### **Bonus Round: Send a Message of Encouragement**

In addition to donating supplies, you are also welcome to drop off a note of encouragement for a student. A simple message wishing them a great school year or reminding them that they can succeed can be a powerful boost of confidence—like an extra life when they need it most.

Let's work together to unlock opportunities for students and help them start the school year ready to play—and win—the game of learning. Thank you for helping our community level up!



## **Special Events**

### **Founder's Festival**

#### **Hear Ye, Hear Ye! Welcome to the Founder's Festival!**

The Founder's Festival is one of the most anticipated events at Conclave 2026, transforming the grounds into a lively Renaissance Fair filled with merriment and medieval flair! Each lodge will host a themed booth featuring classic fair-style games, hearty treats, and skill-based challenges fit for knights, nobles, and common folk alike.

Adults from each lodge should arrive at **6:45 PM** to begin setting up their booths. Lodges are encouraged to decorate with banners, shields, pennants, and other medieval-inspired décor to create an immersive Renaissance atmosphere.

#### **What to Expect:**

Olde-Faire Games • Tests of Skill & Strength • Hearty Treats • Medieval Merriment

Lodges are strongly encouraged to don Renaissance attire—tunics, cloaks, crowns, armor, or other period-inspired costumes—and bring themed props to enhance the experience.

The Founder's Festival is a wonderful opportunity to gather with fellow Arrowmen, enjoy friendly competition, and celebrate the spirit of Scouting in a festive, old-world setting. Make haste and join the revelry as we bring the Renaissance to life at the Founder's Festival!

### **New Arrowman Program**

As part of the special events program at Conclave 2026, we are excited to once again offer the New Arrowman Program. This event is designed to provide an opportunity for Arrowmen who have joined the Order of the Arrow after April 2025 to connect with other new members and a few Vigil Honor members to learn more about leadership within the Order of the Arrow.

During Saturday breakfast, these new Arrowmen and assisting Vigil Honor members will be diverged from the rest of the participants and will eat breakfast in a separate area. This split will provide them with an opportunity to connect with one another and build relationships with their fellow Arrowmen who have just completed their Ordeal.

In addition to connecting with their peers, the new Arrowmen will also have the opportunity to interact with the assisting Vigil Honor members. The Vigil Honor members will be seated with the new Arrowmen and will have the opportunity to share stories and insights about leadership within the Order of the Arrow.



## **Trading Post**

### **Merchandise**

Section G1's trading post are section t-shirts (\$25) and dri-fit polos (\$30). There will also be a variety of merchandise available for purchase, including ball caps with the section totem, priced at \$20. Leftover items from last year will be available for purchase within the Section Trading Post. Additionally, the trading post will have new merchandise available with our new section totem, the blue crab.

In addition, there are also a variety of excess patches available from the 2022 and 2023 conclaves, including the 8" Back Patch, Registration Patch, Staff Patch, Vigil Patch, and DEI Patch. There is a limited quantity of Conclave 2023: Charting the Course t-shirts available in select sizes ranging from small to XL with imagery on the front and back. Patches will be sold at \$5-\$15 each, and the t-shirts will be sold for \$10.

Furthermore, the Section Trading Post will sell section lanyards for \$3 each, with additional quantities available for purchase. Section stickers and pens will also be available for purchase, with the pens priced \$5 and the section stickers priced at \$3. Finally, the trading post will sell Section G1 21 oz. water bottles for \$10 each.

Overall, the Section Trading Post will have a variety of merchandise available for purchase, including both previous year's and this year's conclave merchandise as well as new overall generic section items.

The complete trading post list can be found here: <https://section-g1.square.site/>

**Lodges are encouraged to bring their own trading post items to sell.**

### **Silent Auction**

The silent auction at the upcoming section conclave is a fundraising event that will be held at 7:45pm on Saturday in the Dining Hall alongside the Founder's Festival. The auction will feature patches and other Scouting memorabilia that have been donated for the purpose of raising funds for the Section G1 [Linley J. Collins Memorial Scholarship](#). This scholarship is used to help lower the registration costs for Arrowmen who wish to attend lodge, section, region, or national Order of the Arrow events.

During the silent auction, participants will have the opportunity to bid on the donated items, with the highest bidder winning the item. The auction will be silent, meaning that participants will write their bids on a piece of paper next to each item they are interested in without talking rather than bidding out loud. The auction will conclude at 9:00pm, and the highest bidders will be announced as the winners afterwards. If a winner must depart prior to the formal announcements, they can discuss arrangements with the section chief.

All proceeds from the auction will directly go into the section scholarship above. Therefore, your participation in the silent auction ensures youth Arrowmen have the chance to participate in



Order of the Arrow events, while you acquire unique and valuable Scouting memorabilia. The auction is open to all conclave participants, and **we encourage everyone to donate items and bid generously to help raise funds for the scholarship.**



## **Section Business Meeting**

The Section Business Meeting at conclave will be held on Saturday evening and can be attended by all Arrowmen as long as all attendees aged 21 and older depart before the start of the section elections (unless specified otherwise). The meeting will be conducted by the section chief, under the guidance of the section adviser and section staff adviser, and will begin with a brief recap of the year with crucial statistics, any important policy updates, and upcoming items.

### **Section Elections**

Following the recap, the formal meeting will swiftly segue into the annual section elections, run by the section chief (or designee if current one is running) for the next term of section officers, in accordance with the procedures outlined in the Order of the Arrow [Field Operations Handbook](#).

The lodge chief (or other youth Arrowman as designated by the lodge's council Scout executive) shall be entitled to cast votes for each lodge. **Only youth members (under the age of 21) of each lodge may participate in the election, with no exceptions.**

Youth who wish to run for section office must complete and submit the Section G1 [Officer Candidate Petition](#) form with all required signatures to the section adviser, Elaine Baker, by April 12, 2026. **Late petitions will not be accepted.** Candidates must not reach their 21st birthday before the end of the term of office (last day of Conclave 2027).

We encourage candidates to give serious thought, prior to conclave, to the duties of the office they seek considering other life responsibilities and the quality of their previous lodge service. Successful candidates will be expected to fulfill the obligations of their office, including participation in all planning meetings with advisers, Council of Chiefs (COC) meetings, section events, a National Leadership Seminar (NLS) if not already completed, the 2026 Gateway Region Section Officers' Seminar (SOS), the 2027 National Planning Meeting (NPM) (section chief only), and the annual National Program of Emphasis (NPOE) in some fashion, and add value to the section overall. Invitations to lodge events may also require occasional involvement.

**Important:** All candidates need to be in **good standing with their local lodge and local council**. The candidate's parent/guardian, lodge adviser, and the council Scout executive need to sign off on the officer petition form, which confirms the aforementioned. **The lodge adviser's and the council Scout executive's signatures are NOT permitted to decree judgment on the youth Arrowman's leadership abilities nor form the opportunity for unfair backing for their candidacy.** The youth Arrowmen at the section elections will determine the best individuals for each officer spot with due diligence and equality.



## **Additional Information**

**Safeguarding Youth Training:** ALL adult Arrowmen must put into practice Safeguarding Youth training protocols to, during, and from Conclave 2026. Everyone over 18 years of age must have up-to-date SYT certification to check in at conclave. Be sure your lodge contingent practices the buddy system throughout the entire event weekend. Lodge advisers should monitor this policy within their lodges when youth leave the campsite for any program element throughout the day.

**Liability:** All lodges will be financially responsible for any physical property damage done to the host camp by a lodge contingent member and will be assessed accordingly should damage occur. Neither the service lodge, the service council, nor Section G1 is responsible for any lost or damaged property.

**Refund Policy:** In the event you or another Arrowman cannot make Conclave 2026 or is over-registered, please reach out to Section Adviser Elaine Baker at [adviser@sectiong1.oa-bsa.org](mailto:adviser@sectiong1.oa-bsa.org). She will personally work with you in order to get your registration refunded or transferred.

**Social Media:** Your help in promoting, participating, and sharing conclave registration and the overall experience will benefit the Order of the Arrow and Scouting in Section G1. Thank you for your valued service!



Instagram: **@oasectiong1**



Facebook: **@oasectiong1**