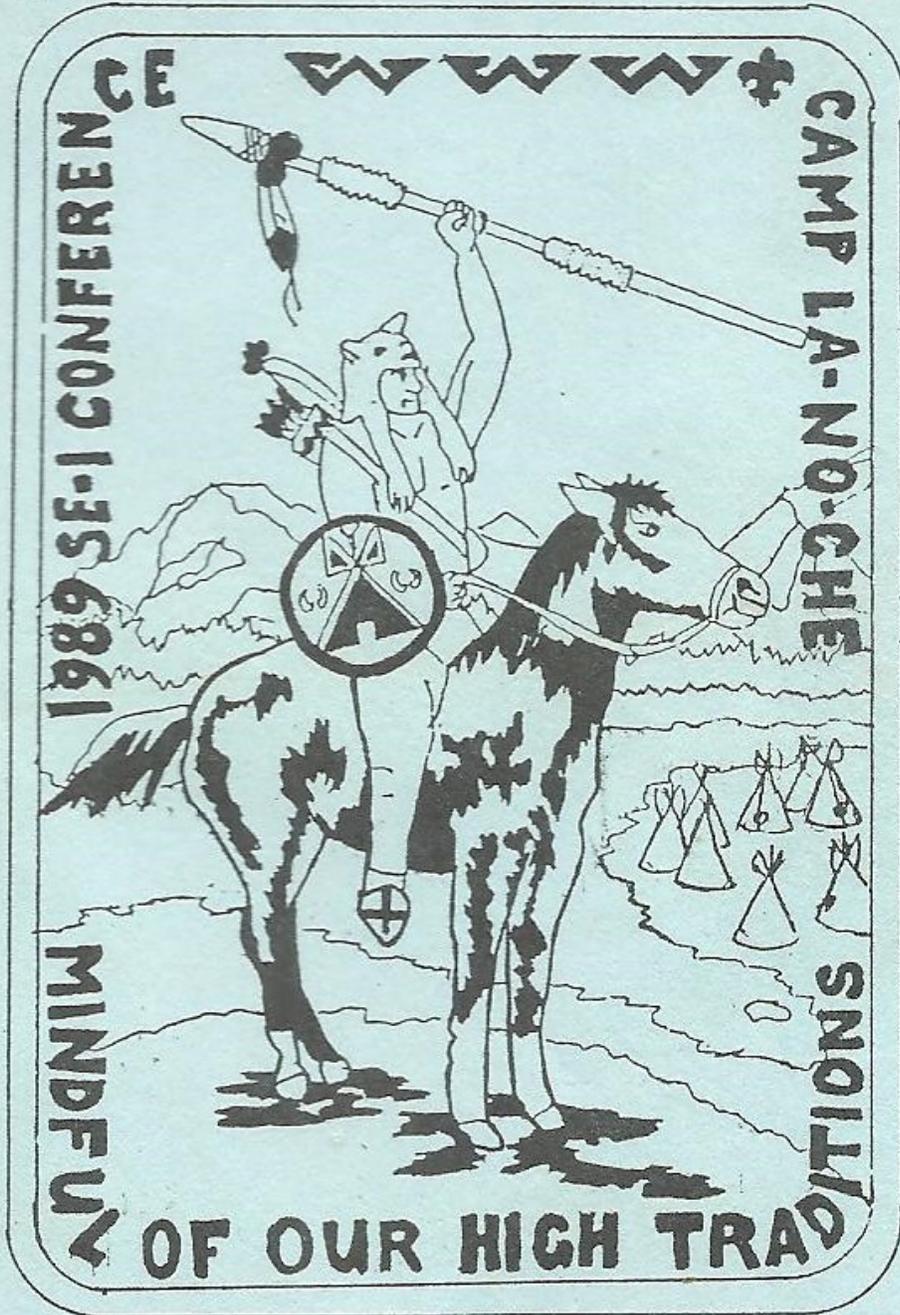


1989 SE-1 SECTION CONFERENCE



CAMP LA-NO-CHE
APRIL 21-23, 1989

Conference Schedule of Events

Friday, April 21

4:00	Registration begins
4:00- 8:30	Pool and recreational activities
9:00	Opening show in council ring
After	Crackerbarrel, movies (dining hall), night swim (until 11:00)
10:30	Council of Chiefs and seminar leaders' meeting in chapel
Midnight	Quiet in campsite areas

Saturday, April 22

7:00	Jewish service (Skill Award shelter)
7:30	Breakfast (Blue or Red wristband)
8:00	Breakfast (Green or Red wristband)
9:00	King's Cup set-up (Dining Hall)
	Quest judges' meeting at flag pole
9:00-11:00	Training seminars (30 minutes each)
10:00-11:00	King's cup judging (Dining hall)
11:00-11:30	Sink-a-thon at Star Waterfront
11:00-12:30	Swimming pool open
11:30-12:30	Lunch (All wristband colors)

00 Ceremonial, Singing, and Craft
Competitions
Quest for the Golden Arrow and
two Tugs of War

After Quest Swimming Pool open until 7:30
4:00 King's Cup displays dismantled
5:30 Dinner (Green or Red wristband)
6:00 Dinner (Blue or Red wristband)
7:00- 8:00 Costume competition
8:00 Pre-show & Festival of Feathers
(Council Ring)

10:15 Crackerbarrel, night swim,
band (dining area tent)

10:45 Council of Chiefs meeting
in chapel (if needed)

Midnight Quiet in campsite area

Sunday, April 23

6:30- 7:30 Vigil Breakfast (dining tent)
7:30 Breakfast (Blue or Red wristband)
8:00 Breakfast (Green or Red wristband)
9:00 Chapel service (council ring)
30 Section Meeting (council ring)
Archer Break camp, check out

Conference Menu

Friday Crackerbarrel--Meat, cheese, crackers,
cookies, bug juice, coffee

Saturday Breakfast--Sausage, pancakes and
syrup, milk, juice, coffee

Saturday Lunch--Hoagie sandwiches, chips,
fruit, bug juice

Saturday Supper--Steak, baked potatoes,
green beans, salad, rolls, bug juice,
coffee

Saturday Crackerbarrel--Meat, cheese,
crackers, cookies, bug juice, coffee

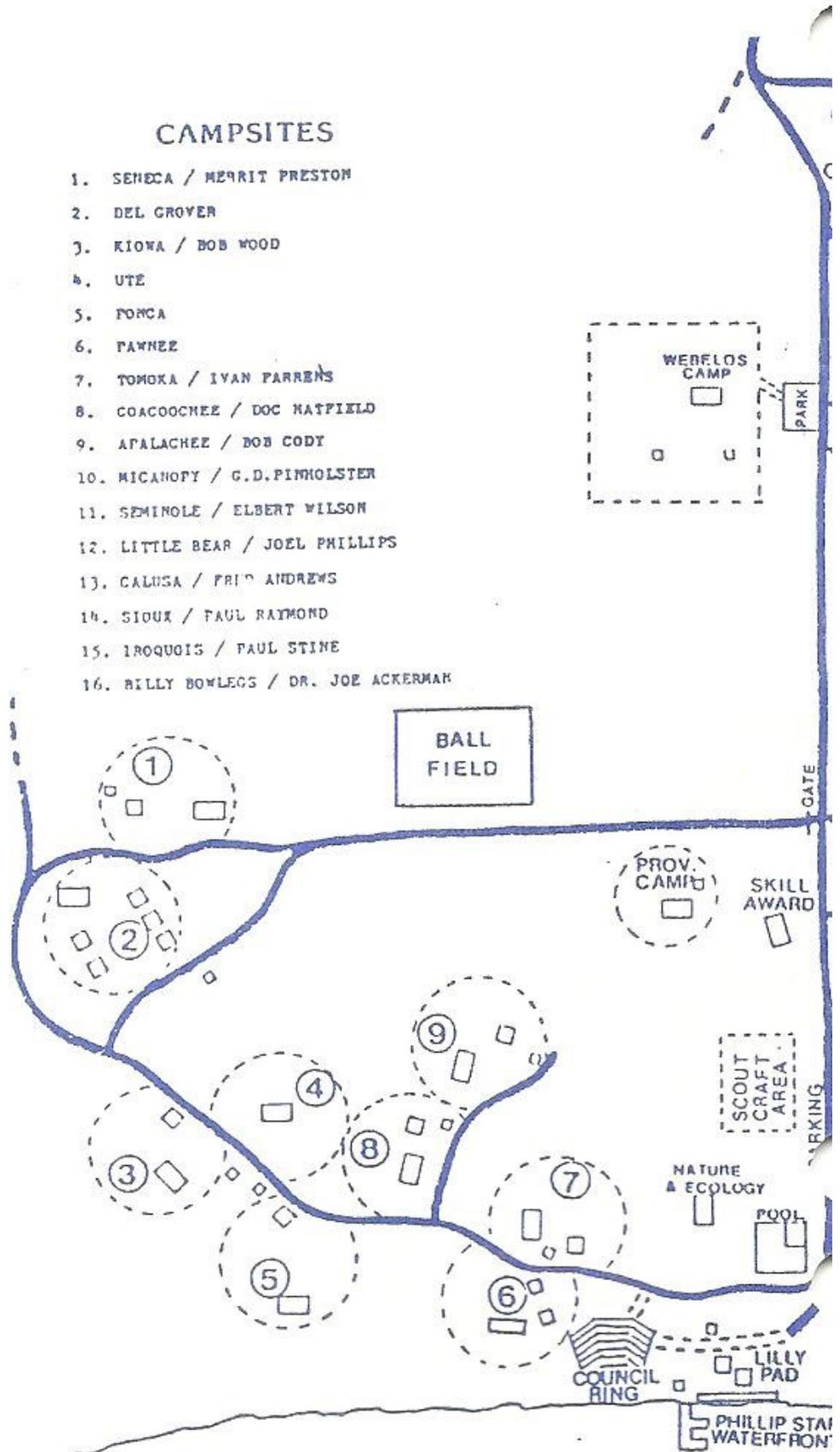
Sunday Breakfast--Eggs, hash browns, toast
and jelly, milk, juice, coffee

Campsite and Host Chapter Assignments

<u>Lodge</u>	<u>Host Chapter and Campsite</u>
Aal-Pa-Tah-----	Chulee-Afopkeh Coacoochee (Hatfield)
Echockotee-----	Wahitlaw Apalachee (Cody)
Eckale Yakanen-----	Woapalanne Pawnee
Osceola-----	Micanopy (Pinholster) Ponca
O-Shot-Caw-----	Tomoka Tomoka (Farrens)
Semialachee-----	Eluwak Little Bear (Phillips)
Seminole-----	Wewahitchka Seminole (Wilson)
Timuquan-----	Econlockhatchee Calusa (Andrews)
Officers and Guests--	Dakota Micconopy (Pinholster)

CAMPSITES

1. SENECA / MERRIT PRESTON
2. DEL GROVER
3. KIONA / BOB WOOD
4. UTE
5. PONCA
6. PAWNEE
7. TOMOKA / IVAN PARRENS
8. COACOCHEE / DOC MATFIELD
9. APALACHEE / BOB CODY
10. MICAHOPY / G.D. PINHOLSTER
11. SEMIROLE / ELBERT WILSON
12. LITTLE BEAR / JOEL PHILLIPS
13. CALUSA / FRID ANDREWS
14. SIOUX / PAUL RAYMOND
15. IROQUOIS / PAUL STINE
16. BILLY BOWLEGS / DR. JOE ACKERMAN



RANGER'S HOUSE & COMPOUND

CENTRAL FLORIDA COUNCIL'S
"CAMP LA-NO-CHE"

POOH BEAR LAKE

FAMILY CAMPGROUND

TIPISA  LODGE

RIFLE RANGE

SHOT-GUN

CRAIG CABINS

ARCHERY

HANDCRAFT

DU

KING

CAMP OFFICE

TRADING POST

ROTARY LODGE

FLAG POLE

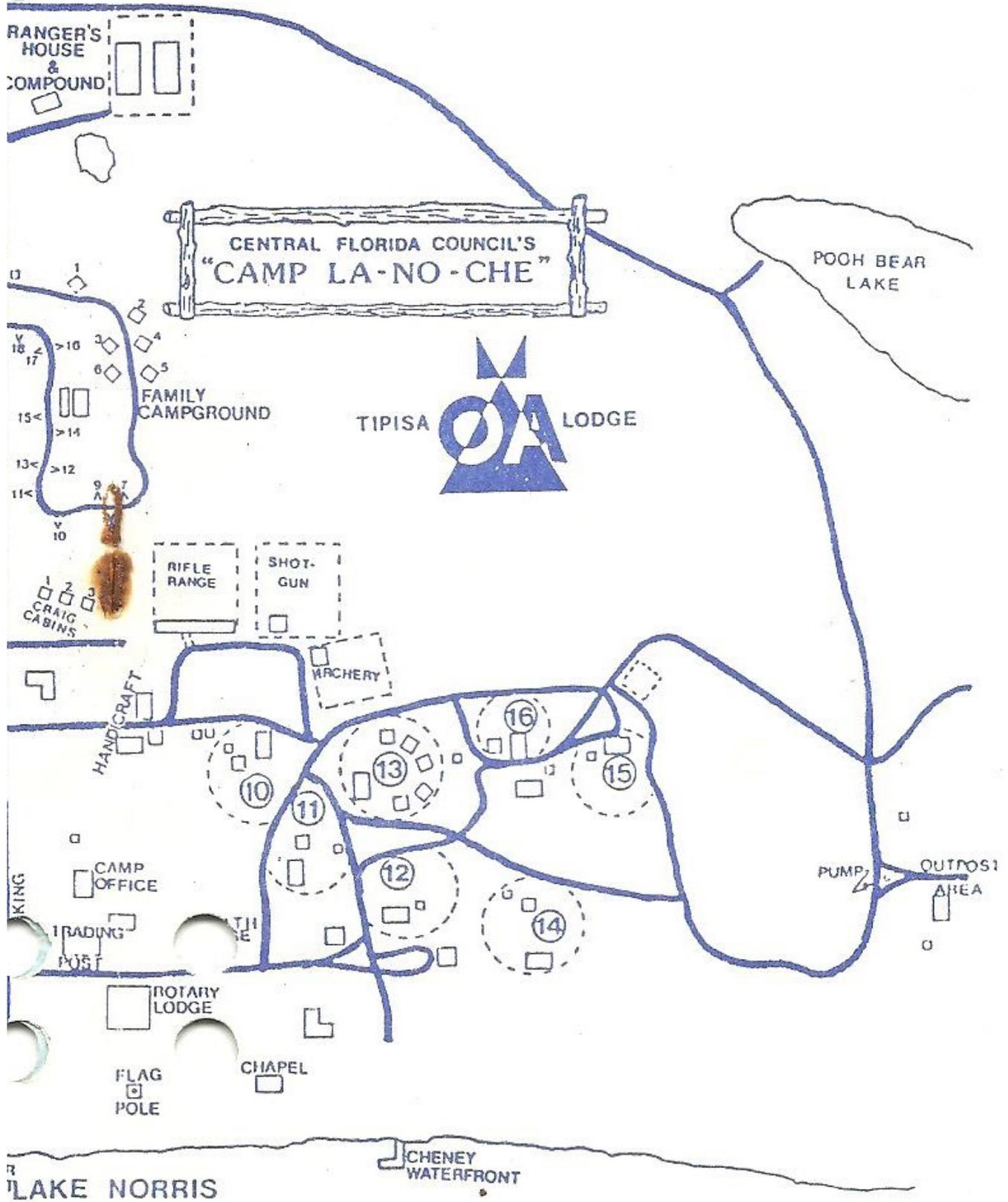
CHAPEL

PUMP

OUTPOST AREA

LAKE NORRIS

CHENEY WATERFRONT



Quest Events

Triathlon--Two Arrowmen will start in a canoe at the Phillip Star waterfront and will paddle to Cheney waterfront. They will then tag a third Arrowman, who will run to the swimming pool. He will tag the fourth Arrowman, who will swim 50 yards using any stroke.

Triple Canoe Race--Six Arrowmen will get in three canoes at the Phillip Star waterfront. They will then paddle out to and around a marked buoy, and back to the landing area.

Holey Drums--Six Arrowmen will use four fire buckets to try to fill a large drum which has approximately twenty holes in it. Holes may only be covered with body parts. This event will take place in the Ecology area.

O.A. Brain Bowl--Four Arrowmen from each lodge will compete in a game based on knowledge of the material in the O. A. handbook, the Boy Scout Handbook, and other Scouting literature. Three preliminary rounds will be conducted with three lodges each, with the winner from each round advancing to a final round. A random drawing will determine matchups. This event will take place at the Skill Award shelter.

oia Nerdling--Five Arrowmen jump in the swimming pool holding on to an oar. Without releasing the oar, they must swim one length of the pool, get out of the pool, jump back in, and swim another length. They must then get out again for the finish.

Archery--Four different Arrowmen from each lodge will each shoot a round of 5 arrows at a standard target at the archery range. The scores from all four Arrowmen from a lodge will be added to form the lodge score.

Tug-of-War

The tug-of-war competition will be held in the Scoutcraft area, immediately following the Quest. Each lodge may have two teams each consisting of 10 Arrowmen. Each Arrowman on the first team must weigh 130 pounds or less. The heavyweight team's members will not have a weight restriction.

Sink-a-thon

The Sink-a-thon will be held at the Phillip waterfront at 11:00 AM Saturday, following the training seminars. This event will be run by the Section Advisor, who will provide all necessary rules to participants.

Training Seminars

Each Arrowman should attend four sessions, each of which will last thirty minutes (including time to travel between sessions). Turn in a training record to help your lodge win the Best Trained Lodge Award.

Camp Promotions--Small handicraft shelter

Chapter Administration--Chapel

Computerizing lodge records

--Skill Award Shelter

Cub Scout Ceremonies--Dining Area Tent #2

Keeping OA Members Active--Rifle Range

Newsletters--Large handicraft shelter

O.A./Scout Troop Relationships

--Scoutcraft Area

Panel Discussion--Dining area tent #1

Path to Brotherhood

--Dining Area tent #3

Service for Arrowmen Outside of Camp

--Ecology area

Unit Elections--Scoutcraft area tarp

Vigil Selection--Scoutcraft tarp

Trading Posts

Pre-ordered conference items may be picked up in the back of the Trading Post building. Camp supplies will also be sold from this location. The La-No-Che Pub & Grub will operate from the front of the trading post building. Conference items will be sold from the Activity shelter near the Trading Post.

	<u>Camp, Pre-Order, & Conference T.P.</u>	<u>Pub and Grub</u>
Fri.	4:00 PM-8:15 PM After Show-Midnight	4:00 PM-2:00 AM
Sat.	11:00 AM-8:00 PM 10:00 PM-Midnight	8:30 AM-2:00 AM
Sun.	7:00 AM-9:15 AM After section mtg.	After section mtg.

PATCH

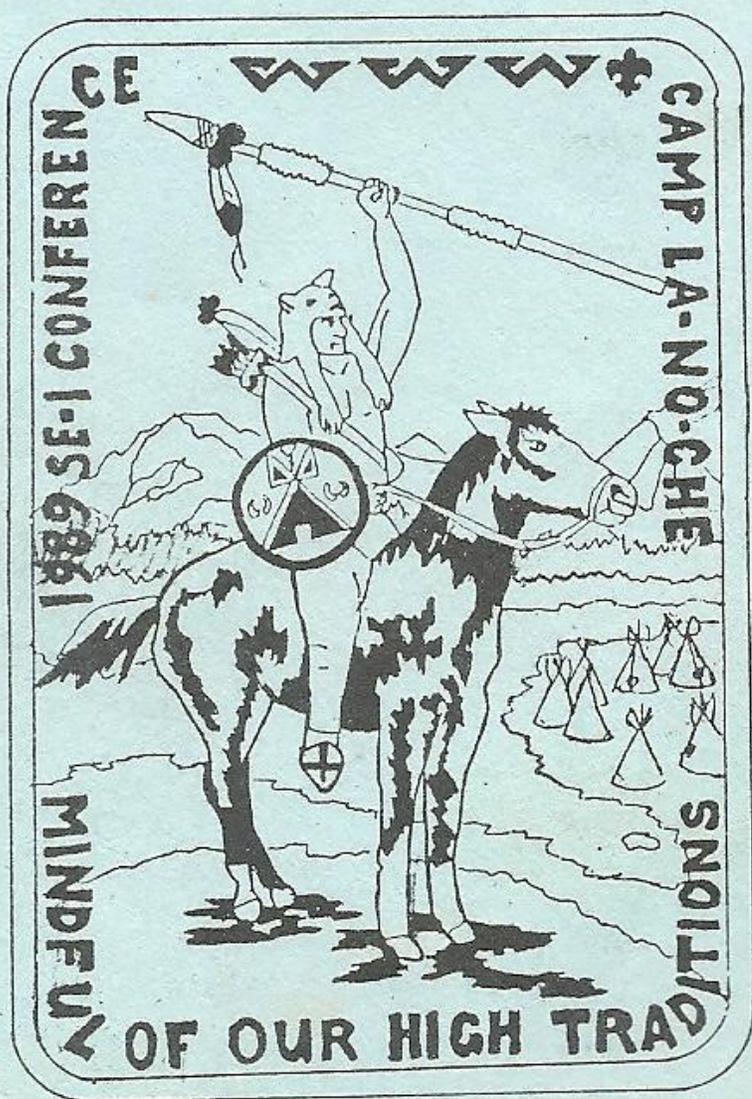
NECKERCHIEF

MUG

T-SHIRT

SLIDE

HAT PIN



CHENILLE

BACK PATCH