

Suggested Call-out Ceremony

The following ceremony is recommended by the National Order of the Arrow Committee, Boy Scouts of America

Introduction

The lodge uses public recognition of candidates for membership to achieve the first purpose of the Order of the Arrow:

"to recognize those who best exemplify the Scout Oath and Law in their daily lives and through that recognition cause others to conduct themselves in a way that warrants similar recognition."

One such recognition is a public call-out ceremony between the time of the unit election and the candidate's Ordeal. The election results may have already been announced at the close of the election, and the lodge confirms the election with a letter offering congratulations and announcing the first Ordeal available to the candidate. The call-out is not a part of the induction sequence, and it is not necessary for a candidate to be "called out" in order to take the Ordeal.

If used, lodges should place special emphasis on the performance of the call-out to ensure that it makes a great first impression with candidates, non-members, and the public. The following ceremony is short, dignified, and contains all the necessary components. It may be effectively performed by as few as one or two well-prepared Order of the Arrow members. More may be used, and the spoken lines distributed among them, at the lodge or chapter's discretion.

This ceremony is recommended, but it is not required: lodges are still free to design their own, as long as they adhere to the following guidelines:

The key elements that should be included in all call-outs are:

- The fourfold purpose of the Order of the Arrow
 - Reference to the history of the Order of the Arrow within Scouting
 - Brief mention of the history of the lodge
 - Reason for the selection of certain Scouts to be candidates
 - Individual recognition, by name, unit, and city, of each candidate
 - Challenge to Scouts who are not members to strive to live the Scouting ideals that lead to election
 - Presenting a letter of recognition and welcome from the lodge chief to each candidate
 - Giving each candidate the Scout handclasp
 - Distribution, in private, of [Spirit of the Arrow booklet #1](#) along with other pertinent information about upcoming Ordeals.
- The following things have NO place in any call-out...** because they either violate symbolic progression as described in the [10 Induction Principles \(page 4\)](#), or other Scouting policy:
- Hazing candidates (including striking, "tapping," marking, teasing, blindfolding, causing them to kneel, rough stuff, etc.)
 - Firing an arrow, or any use of a bow and arrow
 - Using lines verbatim from the ceremonies
 - Giving or reciting the Obligation
 - Reciting or summarizing the Legend of the Order of the Arrow
 - Giving the Admonition
 - Singing the OA Song
 - Putting candidates on silence
 - Placing of hand on shoulder

- Binding candidates with a rope
- Using the names of the four principals ("Chief" is alright, but not "Allowat Sakima")
- Using W.W.W.

No characters, information, symbolism or text from the pre-Ordeal, Ordeal, Brotherhood, or Vigil ceremonies should appear in a call-out or recognition ceremony.

Staging

In staging a call-out, the lodge has three objectives:

- To impress non-member Scouts so as to cause them to emulate those chosen
- To impress the candidate with the signal honor shown them by their peers, and to cause them to want to take the Ordeal
- To impress parents and Scouters with the seriousness of the lodge as a well-run organization worthy of their support.

Thus the ceremony must be well-rehearsed and flawlessly presented. The text **should be memorized**. If the text has not been memorized, it may be read, as long as the reader(s) can do so in a lively manner, looking up at the audience periodically, and reading with feeling and proper emphasis.

Considerable variation is possible in staging the call-out, permitting its use in different circumstances: camporees, summer camp campfires, parents' nights, etc. The only requirements are that the audience be seated where it can see and hear clearly and comfortably, and that the ceremony be presented in a dignified and uplifting manner. Indian drumming or dancing may be used to supplement, but not overwhelm the atmosphere of a call-out.

Recommended Call-out Ceremony

One well-prepared member can perform this ceremony. However, two to four stand a better chance of having a greater impact, and each

will have to memorize less. The speakers must be youth members, and should be in American Indian dress, approved by their own lodge and Scout executive.

This ceremony requires 16 candles (one for the Guide representing the Spirit of Scouting, plus 15 for the Oath and Law) plus a sufficient number for each candidate. Those that will be hand-held should have a wax guard, such as a 3"x5" index card snugly fitted around the middle of the candle.

(When it is time to begin the ceremony, especially if it happens as part of another gathering, the Guide silently raises the Scout sign to get the attention of the group and to cause them to become respectfully quiet. In the silence, the Guide then lights a single candle which they will hold as the Chief begins the ceremony.)

Chief: Fellow Scouts, when you joined Scouting you had visions of fun and adventure, of camping and hiking in the great outdoors. The fact that you are here tonight shows that you have begun to find the joy that comes from living the life of a true Scout. You have also found that Scouting is more than fun and games: it is an adventure in sharing the Scout spirit with your friends. You already know that this spirit is shown through your friendliness and helpfulness to the other members of your patrol and your unit.

A "True Scout" does not take the easy path: instead, they make the upward trail seem easy. They follow their conscience. Where others lose their way, a "True Scout" counts for direction on the stars and the compass of Scouting: the Scout Oath and the Scout Law. Others take notice of them, for the example of a "True Scout" is clear. The upward trail in Scouting leads to recognition by your fellow campers, and election to the Order of the Arrow, the Brotherhood of Cheerful Service!

The Order of the Arrow was founded by Dr. E. Urner Goodman and Carroll A. Edson in 1915 at the Treasure Island Camp of the Philadelphia Council, Boy Scouts of America, as a way to recognize the accomplishments and leadership of campers who went above and beyond

the call of duty, and who best exemplified the Scout Oath and Law in their daily lives. They decided to use the lore of the local Lenape Indians as an attractive basis for their ceremonies, and as a way to honor American Indians who lived in this land for thousands of years before other people came to this continent.

As Scouting's National Honor Society, the purpose of the Order of the Arrow is to:

Recognize those who best exemplify the Scout Oath and Law in their daily lives and through that recognition cause others to conduct themselves in a way that warrants similar recognition.

Promote camping, responsible outdoor adventure, and environmental stewardship as essential components of every Scout's experience, in the unit, year-round, and in summer camp.

Develop leaders with the willingness, character, spirit, and ability to advance the activities of their units, our Brotherhood, Scouting, and ultimately our nation.

Crystallize the Scout habit of helpfulness into a life purpose of leadership in cheerful service to others.

Guide: I am the torchbearer of the Order of the Arrow. I represent the Spirit of Scouting for Scouts across our nation (*gestures broadly with one hand*) who seek to live a life of brotherhood in cheerful service.

(During the following lines, the Guide or other figure if more than two are conducting the ceremony, lights 15 other candles, timing the lighting to the words.)

The ideals of a "True Scout" are given in the Scout Oath and Law:

On my honor, I will do my best, to do my duty to God and my country, and to obey the Scout Law; to help other people at all times; to keep myself physically strong, mentally awake, and morally straight.

A Scout is trustworthy, A Scout is loyal, A Scout is helpful, A Scout is friendly, A Scout is courteous, A Scout is kind, A Scout is obedient, A Scout is cheerful, A Scout is

thrifty, A Scout is brave, A Scout is clean, A Scout is reverent.

The Spirit of Scouting IS the **single fire** which kindles the **15 guiding lights** of the Scout Oath and Law.

Chief: Members of the Order of the Arrow are chosen by their fellow Scouts because of the example they set in living by the guidance of these lights.

The requirements for membership are simple:

1. A Scout must hold at least the Scouts BSA First Class rank, the Venturing Discovery Award, or the Sea Scout Ordinary rank.
2. Both Scouts and adult Scouters must have 15 nights of camping in the last two years.
3. Five of those nights must be part of a long-term camp.

An election is held, with all eligible Scouts on the ballot. A Scout must receive at least fifty percent of the votes cast to be elected as a candidate for OA membership.

Guide: There are Scouts here tonight who have been selected as worthy candidates for admission to the Order of the Arrow! (*As he says this, the Guide holds up a number of unlit candles.*) As the Chief calls your name and unit number and/or city please come forward and join me.

(The Chief repeats the following for each youth candidate.)

Chief: The Scouts of (*unit/number/city*), have elected (*Scout's name*) as an example of the Scout Oath and Law in action.

(Candidates come forward, receive a candle from the Guide, who assists them in lighting it with the candle representing the Spirit of Scouting. They then form a line in which each can be clearly seen by the audience. When all youth candidates have been called out, the Chief continues with the adult call-out.)

Chief: Youth members under 21 years of age run the Order of the Arrow through elected officers and committees. Adults are selected for the Order of the Arrow not as an honor, but because they play a significant role in Scout-

ing's outdoor program and serve as role models to all Scouts. The OA provides adults with opportunities for further service as advisers.

(The Chief repeats the following phrase for each adult candidate.)

As an adult, *(name and unit, district, or council job title)* has been selected for their achievements and abilities that may help the Order of the Arrow fulfill its purpose.

(When all adult candidates have been recognized, and are holding their candles, the Chief addresses the youth candidates, but so that the audience can clearly hear the Chief.)

Your fellow Scouts have conferred one of Scouting's greatest honors upon you. As a member of the Order of the Arrow, you will be expected to return with renewed inspiration to offer greater service to your unit. You may also be able someday to serve even more Scouts through service in our lodge, *(lodge name. A sentence or two about the lodge is permissible at this point.)*

However, you must first go upon a journey of discovery, assisted by your new brothers in the Order of the Arrow. You will undergo an induction that begins with a day of testing which we call the "Ordeal," and continues with a further period of several months during which you will realize that the tests of the Ordeal provide you with additional ways to handle the challenges of daily life.

Shaman:

As the waters of the nighttime
Quench the memories of daylight,
Trails grow dimmer; many wander
Through the shadows without guidance.
Will you carry light in darkness
So that others may not stumble?
Will you reach your hand to others,
Will you comfort, guide, and teach them
And be cheerful in their service?
Then be humble in your spirit,
And recall when you are honored:
Unto whom great things are given
From them great things are required!

Chief: Fellow Scouts, mark these candidates well. In the days to come, look to their example. Learn from them what it means to be a "Scout Honor Camper" and next year you may be selected by your fellows to join us.

(The Guide leads the candidates to a nearby private area, and gives each candidate a sealed envelope containing a list of dates when Ordeals will be held, directions to prepare them for that, and a copy of [Spirit of the Arrow booklet #1](#), "Upon a Lofty Journey.")

Private Meeting With Candidates

Lodge Officer: We congratulate you on your selection to the Order of the Arrow. However, you are not yet members. Ahead of you lies an experience that we call the Ordeal. You have directions on when and where you may begin your induction. Do you have any questions now?

(Answer any questions briefly and honestly. If a question is answered by the information in the envelope, say "That's an excellent question, you will find the answer in your envelope." If a candidate appears to have a special need, then arrange to discuss it privately later.)

When you return to your unit, your friends may ask you questions about what we discussed. The best response is to smile and change the subject. If you maintain the mystery of what happened here, you will make them curious, and perhaps, inspire them to behave in a way that leads to their election! Let's all quietly return, making as little disturbance as possible.