

Ritualistic Manual



Prepared by
Grand Lodge Ritualistic Committee
2022

BENEVOLENT and PROTECTIVE
ORDER OF ELKS
OF THE UNITED STATES OF AMERICA



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FOREWORD

This manual has been prepared by the Grand Lodge Ritualistic Committee as a guide for Local Lodge officers, ritualistic coaches, judges, and computers in better preparing for all ritual work of our Order and as an aid to all ritualistic committeemen and officials in the preparation for and the conduct of district, state, and Grand Lodge contests.

As judging in ritualistic contests at all levels will follow the procedures as set forth under “ritual in contest form” and as outlined under the “rules and regulations governing contests,” and as amended at the 2017 Grand Lodge Session, the Grand Lodge Ritualistic Committee suggests that these procedures, rules, and regulations be closely followed by all participants.

Every effort has been made to interpret and to clarify the rules as set forth by the Grand Lodge Ritualistic Committee. While rules are necessary to ensure fair and uniform contests, it is not the intention of the committee to discourage new ideas. Teams and coaches may use their own initiative with reference as to the use of gestures and in the delivery of the charges, as long as it does not violate the instructions in this manual, or the impressiveness of the charge is not adversely affected.

Likewise, it is not the intention of the committee to stereotype the delivery of the various officer charges, as each officer is an individual and, as such, should not be expected to necessarily follow the same pattern as would another officer delivering the same charge. This manual, however, will attempt to point out some basic principles of an impressive delivery, along with illustrations of some common errors in delivery, which tend to detract from impressiveness.

Similarly, suggestions in coaching procedures, and in the conduct of ritual practice, are intended only as a guide and are not intended to discourage other ideas or methods.

The Grand Lodge Ritualistic Committee welcomes your suggestions. Please direct your correspondence to your State Ritualistic Committee for forwarding to the Grand Lodge Committeeman representing your state. Reference – see page 56.

The duties of the Grand Lodge Ritualistic Committee among others, are to promote and encourage good ritual, stress the importance of good initiations and impress the need of impressive ritual, in doing so, the committee stands ready to assist the Lodges of the Order.

The masculine words appearing herein shall include the feminine gender as circumstances require.



ELEVEN O'CLOCK TOAST

*You have heard the tolling of eleven strokes.
This is to impress upon you that with us,
the hour of eleven has a tender significance.*

*Wherever Elks may roam,
whatever their lot in life may be,
when this hour falls upon the dial of night,
the Great Heart of Elkdom swells and throbs.*

*It is the golden hour of recollection,
the homecoming of those who wander,
the mystic roll-call of those who will come no more.*

Living or dead, Elks are never forgotten, never forsaken.

*Morning and noon may pass them by,
the light of day sink heedlessly in the West,
but ere the shadows of midnight shall fall,
the chimes of memory will be pealing forth
the friendly message:*

“To Our Absent Members.”



PURPOSE OF RITUAL

The whole purpose of the exemplification of the Initiatory ritual is to impress the candidate with the lesson it teaches. The ceremony should be presented at all times from this standpoint. There is no activity throughout Elkdom that more consistently and continually furthers the fundamental principles of our Order than a dignified and impressive rendition of the ritual.

The first impressions are usually the most lasting and the opportunity for Lodge officers to impress the candidate with the principles of our Order is on the night he is initiated. It must be remembered that the first knowledge of the aims and principles of Elkdom is experienced when a candidate is being inducted as an Elk. Therefore, one of the most important contributions the officers of all Lodges can make is an impressive induction of a candidate into our great Order.

Local Lodge officers must realize that their paramount obligation is the importance of rendering in an impressive and dignified manner the principles and teachings so clearly defined in our ritual, which we as Elks expound.

Lodge officers should not overlook the importance of an impressive and well conducted opening and closing of the Lodge, special Lodge and public services, which are vitally important to the image and success of all Lodges.

RULES & REGULATIONS GOVERNING CONTESTS

INITIATION RITUAL

1. The Ritual of initiation as amended at the 2017 Grand Lodge Session is the only one that shall be used for judging in all ritualistic contests.
 - 1a. The following will not be allowed in any Grand Lodge Sponsored Ritual Contest:
 - Degree teams (refer to section 4.410 Annotated Statutes)
 2. The competing teams shall be composed of the regular elected, appointed, and installed Local Lodge officers for the term ending immediately preceding the next Grand Lodge Session or provided, however, that any state association may vote to have its representative in the next succeeding Grand Lodge ritualistic contest to be the officers of the Local Lodge year in which the Grand Lodge contest is held. Written notice of such vote must be given to the Grand Secretary within fifteen (15) days after such vote. Provided, further, that if a state association desires to revoke such vote, written notice of such revocation must be given to the Grand Secretary within fifteen (15) days after such revocation is voted, but such revocation shall not be effective until two (2) years thereafter.
 - 3a. Teams shall be marked on the memorized presentation of the initiatory ritual of the Exalted Ruler, Esteemed Leading Knight, Esteemed Loyal Knight, Esteemed Lecturing Knight, Esquire, Chaplain, and Inner Guard. Any Elk member in good standing may substitute for any of the seven competing officers, subject to a 2.00 penalty to be charged against the individual officer's total score, this individual will not be eligible for All-American Awards at Grand Lodge (if it is an emergency they will be eligible for an All-American Award); however, substitutions from another Lodge will disqualify the team from any team awards.

- 3b. Officers who attempt to read their part is contrary to both the intent and the spirit of our ritual contests, therefore officers are not allowed to read their parts during a contest.
4. A vacancy on a competing team caused by the death of an officer may be filled by the appointment of any Elk in good standing and no substitution penalty shall be assessed. In case of a catastrophic event which precludes an officer from performing, as determined by a 2/3 majority of the Grand Lodge Ritualistic Committee, the substitution penalty may be waived. In either situation, if the substitute is not a member of the same Lodge, the team will not be eligible for team awards. However, repeat officer penalties will still be assessed if applicable.
5. **A Repeat Officer is defined as a member who has previously competed in the same position at any level of competition (District, State or National Contests); and will receive one (1) Point Penalty against his/her total individual score. If the competing Repeat Officer has not competed at any level of competition for 3 consecutive years, the one (1) point penalty will be waived.**

The repeat officer can continue to perform in subsequent years, without penalty, until they repeat at any position after the waiver was granted. The waived penalty for Repeat Officers will not exceed 2 per team for any contest. A Repeat Officer is not eligible for All-American Awards at the Grand Lodge Ritual Contest. *Example:* You can compete as Esquire or any office for 2 years in a row, BUT will receive the repeat penalty the second year.
6. District and state contests are held under the auspices of the state association but must be in compliance with the Grand Lodge ritualistic manual. (Only Local Lodges that are in good standing with their respective state associations are eligible to participate in the district, state and Grand Lodge ritualistic contests.)
7. Teams intending to compete in district and state contests must give notice of entrance in such manner and form as may be required by the chairman of the state association ritualistic committee. A drawing may be held to determine the order of appearance of each team in the contest.
8. Winners in official state contests shall be eligible to participate in the Grand Lodge contest. In case a winner of a district or state contest cannot compete, the second team, or runner-up of such district or state, shall be eligible to compete.
9. State winners intending to enter the Grand Lodge ritualistic contest must submit a Grand Lodge entrance application, supplied by the area ritualistic committeeman, to the chairman of the Grand Lodge ritualistic committee at least twenty (20) days before the Grand Lodge Session.
10. Audible signals, the music, songs, and the changing of the lights prescribed by the ritual, and the recitation of the "Thanatopsis" shall be omitted. No music shall be permitted.

11. Prompting of a competing officer by another officer, the coach, the candidate, another member of the competing Lodge, or any Elk may result in the disqualification of the team.
12. Excessive slowness in the delivery of a charge, all movements, carrying out instructions, and walking are not desirable and are to be avoided.
13. Excessive time spent in examining the stations and chairs, practicing steps, voice testing after entry into the contest room are not desirable and are to be avoided.
14. Contest chairmen shall have full authority to stop a contest at any time they deem it necessary.
15. Should any officer be unable to continue after a two minute period freeze, the chairman will give the necessary instructions to continue so that the team may continue the contest. The team will not receive a team score but all officers completing their parts will receive their individual scores and awards if eligible.

Example instructions:

- A. Should the Chaplain be unable to continue after a two minute period freeze, the chairman would say: "Exalted Ruler, you shall instruct the Esquire to place the candidate in position to assume the obligation."
 - B. Should any of the Knights be unable to continue after a two minute period freeze, the chairman would say: "Lodge Esquire, you shall conduct the new member to the station of the _____ for further (Exalted Ruler final) instruction."
 - C. Should the Exalted Ruler be unable to continue after a two minute period freeze during the final instructions, the chairman would say: "Esteemed Leading Knight, please give one rap of the gavel and Lodge Esquire, you will now seat the new member."
16. The correct procedure to be taken by a contest chairman in the event an officer becomes physically incapacitated during the contest is as follows:
 - A. He shall immediately stop the contest and designate the time in writing.
 - B. He shall direct someone to aid the disabled officer.
 - C. He shall direct all the other officers, the spectators, and the judges to remain as they are.
 - D. He shall direct the word judges to mark and indicate placement of stop.
 - E. If the officer is unable to continue the contest after a reasonable period of time, the team will be dismissed by the contest chairman.
 - F. The contest chairman shall make a detailed report of the circumstances to the District, State, or Grand Lodge Ritualistic Chairman.
 - G. Depending upon the circumstances, the chairman may require a physician's report and the written permission to continue by the incapacitated officer and spouse.

- H. After a thorough analysis and an assessment of the circumstances by the ritualistic committee, the team shall be disqualified or directed to continue the contest as to a date and time.
- I. The contest chairman shall instruct the judges, word judges, and the performing officer at what point the contest shall begin.
17. There shall be only one candidate who must be a member of the Order. The candidate should rehearse with the team before the contest. The candidate may be scored for individual awards.
18. A candidate who cannot continue a contest, due to the inability to perform, may be replaced with another member of the competing lodge or an Elk so designated by the contest chairman.
19. The chairman of the contest shall be notified, by five copies in writing, of any physical handicap of individual officers which may prevent proper movements. The chairman shall thereby provide one copy to each judge prior to the contest.
- 19a. The various Ritualistic Committees should encourage participation by handicapped members and Judges must be compassionate in judging handicapped officers.
- 19b. The chairman shall be notified of the type of signal or device to be used to notify or assist an impaired officer when or how to make required movements and the name of the designated person assisting the officer if one used.
20. If there are local ground rules established, it is the duty of the Grand Lodge, state, or district chairman to inform each team in writing of such rules prior to the practice session.
21. The Esquire's and the Chaplain's chairs must always be in line with each other and both parallel to the Exalted Ruler's chair. The Inner Guard's chair must be parallel or at right angles to the other officers' chairs. A team is permitted to move the chairs of the Esquire, Chaplain, and Inner Guard provided that by so moving a contest rule is not violated or does not interfere with the normal floor work. Prior to starting the official contest by the chairman, it is permissible for the coach, coaches, and/or any officer of the competing team to arrange and inspect, only, the officers' chairs, gavels, and the Flag.
22. Coaches and officers of competing teams are permitted to wear their contest dress, without the jewels, while witnessing other contests.
23. The contest chairman shall sound the chimes at the proper time for the "Eleven O'Clock Toast" or assign the task to some responsible member present. Any error in improperly sounding the chimes shall not be assessed against the competing team.

24. The contest room shall be set up with stations and the Altar shall be set up and arranged as for a regular lodge meeting. Standardize Grand Lodge National Ritualistic Competition Room to 12' from Lecturing and Loyal Knights' Stations by 20' from Exalted Ruler's and Leading Knight's Stations to edge of Altar.
25. The "official flag" used in the ritual contest is approximately 11" x 17" as supplied by the Grand Secretary's Office.
26. In Grand Lodge, upon receiving the official score sheet on Tuesday afternoon, each team or representative thereof shall draw to determine the order of appearance of each team in the next Grand Lodge contest.
27. The contest chairman shall provide each team with a copy of the official score sheet for that team.
28. In district, state, or Grand Lodge contests, it is, only, permissible to wear officer jewels issued by the Grand Lodge or identically thereto which must be worn around the neck suspended on a purple cloth ribbon or purple velvet backing collar.
29. Coaches or a judge of a participating team are eligible to serve as a judge in a district, state or Grand Lodge contest. However, a judge may be selected from the lodge of a participating team provided that five judges are used for the contest.
30. The Grand Lodge, state, or district chairman shall arrange for a Tiler and an Outer Door Guard who is an Elk to act throughout all contests.
31. Following the contest, the contest chairman shall check each judge's work sheet under remarks and shall advise the word judges of those errors so noted by the judges.
32. The chairman, whether district, state, or Grand Lodge, shall notify each competing team well in advance of the date, place of the contest, the time of each team's practice and contest appearance, and a schematic floor plan, and specifications of the contest room.
33. When practical and feasible, the Grand Lodge Ritualistic Committee strongly recommends the use of five judges for the district, state, and Grand Lodge Ritualistic Contests thereby eliminating the high and low judge for each of the seven officers under each category of deportment, pronunciation, and impressiveness for each competing team. Eliminate the high and low judge score when using the five judges for team appearance.
34. Grand Lodge Registration Fees must be paid by each team prior to performing in the Grand Lodge Ritualistic Contest.
35. An application that misrepresents the status (repeat and/or substitute) of a performing officer may be cause for that officer to be disqualified and the team to not receive a team score.
36. All Grand Lodge Convention Registrants, 21 years of age and over, may attend the Grand Lodge Ritualistic Contests.

ELEVEN O’CLOCK TOAST CONTEST RULES

1. The Grand Lodge Ritualistic Committee will be responsible for the Contest, rules, and any changes in the rules of the Contests. States will be notified of any changes in the rules after the Grand Lodge Session the year before the next Grand Lodge Contest.
2. The 11 O’clock Toast Contest will use the Toast listed on page ii in the Ritualistic Manual (519900). This is the Toast used during the Ritual Team Contest.
3. The 11 O’clock Toast Contest will be held before the Flag Charge Contest. The time of the preliminaries is subject to change in accordance with the Grand Lodge schedule. Any change of time will be announced preceding the Grand Lodge Session.
4. There will be an **EASTERN OR WESTERN DIVISION** breakdown in this Contest. The top 2 contestants of each Division will compete in the Finals before the Ritual Final Four performs on Monday in the same room as the Ritual Finals.
5. The contestant’s order of appearance will be done by the Grand Lodge Area their State is located. The contestants need to check in with the Ritual Committee before the Contest. The time of check-in is subject to change. Each State will be notified of their performance times by their Area Representative of the Ritualistic Committee.
6. The Contest and scoring will begin when the Contest Chairman says, “*It is the hour of recollection.*” There will be **no** restarts if a contestant commits some mistake. Only restart allowed is if there is an obvious distraction from any outside source.
7. The contestant must be a PER or ER.
8. The contestant must be a member in good standing at contest time.
9. The contestant must be pre-registered for the Grand Lodge Session they will be competing.
10. The dress will be business, coat, tie, or Lodge attire.
11. The contestant must be the 11 O’clock Toast Contest winner for their State or the runner-up of that State Contest. This will be the State Contest held previous to the Grand Lodge Contest.

12. The State's Secretary and State Ritual Contest Chairperson must verify that the individual has won or is the runner-up and competing in place of the winner at least 15 days before the 1st day of the Grand Lodge Session of the Contest.
13. If, for any reason, the State Association does not hold a State 11 O'clock Toast Contest, and they want to send an individual to the Grand Lodge Toast Contest, besides meeting the criteria listed above in items 8, 9, and 10, that individual must be approved by the State President or the State Ritual Chairperson.
14. Once an individual wins the Grand Lodge 11 O'clock Toast Contest, they cannot compete in any future Grand Lodge 11 O'clock Toast Contest.
15. There is a .25 penalty for a repeat performer (*one who has competed in this Contest at Grand Lodge*) in the Eleven O'clock Toast Contest.
16. Scoring will be based on the Grand Lodge Ritualistic Committee's 11 O'clock Toast computing, not the Ritual Contest. The primary difference is the Toast Contest will not be scored on Department. Impressiveness will count for 60% of the score instead of 50%; Word Accuracy counts for 30%, and Pronunciation makes up the remaining 10%. The Judges will place a separate score for each contestant as they do the Candidate in the Ritual Contest, at the bottom of their sheet, based on a point system of 1 to 100 (***THIS IS USED ONLY AS A TIEBREAKER***). If there is still a tie, the individuals that are tied will be named the winner of that position.
17. All 14 Ritual Judges at Grand Lodge will be used to judge the Contest. There will be 5 Ritual Judges and 2 Word Judges judging in the East and the West. The Judge with the highest score and the Judge with the lowest scores are thrown out, just as in the Ritual Contest. In the Finals, all 10 Ritual Judges and 4 Word Judges will be used. The highest two (2) scores and the lowest two (2) scores will be tossed during the Finals of the Toast Contest. The Grand Lodge Ritualistic Committee will compute the scores.
18. The first four (4) places of this Contest will be introduced during the Ritualistic Committee Report at the Tuesday morning Grand Lodge Session.
19. The first four (4) places will be recognized by having their names placed on the Grand Lodge website in the same location as the All-American Officers, Final Four of the Flag Charge, and the Final Four Ritual Teams.
20. The winner of the Eleven O'clock Toast Contest will be awarded the "Ted Callicott" plaque, named in honor of PGER Ted Callicott, a ritual man. The Tennessee State Elks will sponsor the plaque.

FLAG CHARGE PRESENTATION CONTEST RULES

1. The Grand Lodge Ritualistic Committee will be responsible for the Contest; rules, and any changes in the rules of the Contests. States will be notified of any changes in the rules after the Grand Lodge Session the year before the next Grand Lodge Contest.
2. The Flag Charge Presentation Contest will start after the Contest Chairman gives three (3) raps. The Exalted Ruler Contestant will be behind their station and the new member contestant in the proper position four paces from the Exalted Ruler's station at the start of the Contest. The chairperson will signal the Exalted Ruler by giving three (3) raps to start their part. There will be no restarts if a contestant commits some mistake. Only restart allowed is if there is an obvious distraction from any outside source.
3. The Contest will end after the Exalted Ruler returns and returns to their station facing the "new member" after presenting the Flag.
4. The Grand Lodge Flag Contest will be held after the Grand Lodge 11 O'clock Toast Contest at a convenient time according to the Grand Lodge schedule, with due notice to the contestants. The time of the preliminaries is subject to change in accordance with the Grand Lodge schedule. Any change of time will be announced preceding the Grand Lodge Session
5. There will be an **EASTERN OR WESTERN DIVISION** breakdown in this Contest. The top 2 contestants of each Division will compete in the Finals Monday morning before the Ritual Team Final Four Toast Contest performs on Monday afternoon in the same room as the Ritual Finals.
6. The order of appearance will be broken down by the Grand Lodge Areas. The Contestants will check in with the Ritual Committee before the competition. The time of check-in is subject to change. Each State will be notified of any time change by their Area Representative of the Ritualistic Committee.
7. The Contestant must be an ER or PER.
8. The Contestant and new member contestant must be a member in good standing at the time of the Contest. The Contestant can provide a "new member" of choice, or the Ritualistic Committee will provide the "new member." The "new member" will not be judged.
9. The Contestant and flag recipient must be pre-registered for the Grand Lodge Session they will be competing.
10. The dress will be Lodge or State Attire, business or coat and tie with or without the Exalted Ruler's Jewels with no penalty. The Flag must be neat and kept as well as the Contestant's dress attire. Since there is no "appearance" scoring, any demerits will be downgraded under "impressiveness."

11. The Contestant must be the Flag Charge Contest winner for their State or a runner-up of that State Contest if the winner cannot attend. That will be the State Contest held previous to the Grand Lodge Contest.
12. The State's Ritual Contest Chairperson or the State's Secretary must verify that the individual has won or is a runner-up and competing in place of the winner at least 15 days before the 1st day of the Grand Lodge Session of the Contest.
13. If the State does not hold a State Flag Charge Contest, and they want to send an individual to the Grand Lodge Flag Contest. Besides meeting the criteria listed above on lines 6, 7, and 8, that individual must be approved by the State Ritual Chairperson or the State President if the State does not have a State Ritual Chairman.
14. Once an individual wins the Grand Lodge Flag Charge Contest, they cannot compete in any future Grand Lodge Flag Charge Contest.
15. There is a .25 penalty for a repeat performer (one who has competed in this Contest at Grand Lodge) in the Flag Charge Contest.
16. Scoring will be based on the Grand Lodge Ritualistic Committee's Flag Charge computing program, not the Ritual Contest. The Judges will place a separate score for each Contestant as they do the Candidate in the Ritual Contest at the bottom of their sheet. This is based on a point system of 1 to 100 (***THIS IS USED ONLY AS A TIEBREAKER***). If there is still a tie, the individuals that are tied will both be proclaimed the winner of that position
17. All 14 Ritual Judges at Grand Lodge will be used to judge the Contest. There will be 5 Ritual Judges and 2 Word Judges judging in the East and the West. The Judge with the highest score and the Judge with the lowest scores is thrown out. All 10 Ritual Judges and 4 Word Judges will be used in the Finals. The highest two (2) scores and the lowest two (2) scores will be tossed out during the Finals of the Toast Contest. The Grand Lodge Ritualistic Committee will compute the scores.
18. The Final Four contestants of this Contest will be introduced during the Ritualistic Committee Report at the Tuesday morning Grand Lodge Session.
19. The Final Four will be recognized by having their names placed on the Grand Lodge website in the same location as the All-American Officers, Final Four of the Toast Contest Officers, and the Final Four Ritual Teams.
20. The winner of the Flag Charge contest will be awarded the Eric "Ric" Mulholland plaque, named in honor of him. The "Michigan State Elks or Bay City MI Lodge #88" will sponsor the plaque.

21. The Performance will be based on the current Ritual Manual, with the Word Accuracy being scored from the current Word Accuracy Guide. We are starting with the Contestant behind the Exalted Ruler's station and the Candidate four paces from and facing the Exalted Ruler's station.
22. The scoring breakdown is as follows:

Word Accuracy	30%
Deportment	10%
Pronunciation	10%
Impressiveness	50%
23. The contestants are not allowed into the contest room before they compete. They are allowed to stay in the contest room after they compete. They will be lined up in the hall and allowed to enter when instructed by the Contest Tiler. The Tiler will instruct the Contestant to enter and inspect their station. (Meaning: placing the Flag and the "new Member" placing themselves in position four paces from the Exalted Ruler's station, with no practice at this time).
24. The judges need to position themselves in such a way to see the entire Contest. At Grand Lodge, they may need to move their tables or double up at a table, which may be in a different place in the contest room than where they sit during the Team Competition.

RITUALISTIC COACHES

An important factor in the development of a good ritual team is a good ritual coach. A coach, who assumes the responsibility of training any ritualistic team, whether it is an experienced team or not, should be thoroughly familiar with all data available from the Grand Lodge Ritualistic Committee, and he should have a good understanding of the ritual in all its phases. He should make every effort to attend all available officers, coaches, and judges' clinics, and to witness every competing team possible in contests.

Unless a coach has a complete understanding and knowledge of the importance of each phase of the ritual, that is: accuracy, team appearance, pronunciation, deportment, and impressiveness, and their relation to each other, he is not prepared to coach.

Let us briefly review some of the qualifications of a good coach:

1. He must have a genuine interest in the ritual.
2. He must be convinced of the value of the ritualistic program to all officers, his lodge, and to all Elksdom.
3. He must have the ability to gain the respect and the confidence of the entire team. It may help, but it is not a necessity, to have been an outstanding ritual competitor during his time in the lodge chairs.

4. He must be willing to take the time and effort to study all phases of ritual competition. He should attend all clinics and contests possible.
5. He must be able to use good judgment in handling people; some may need to be pushed hard, while others may need to be cajoled and handled with kid gloves to obtain the best results.
6. Although it is important that the coach should be the “boss” he should borrow from Teddy Roosevelt’s policy of “speaking softly, but wielding a big stick.” A coach should always bear in mind that the officers with whom he is working are not being paid for their efforts and that he is not signing their paychecks.
7. A good coach will be able to convince each officer that the manner in which he wants a part given is proper and is the best method. An officer cannot do justice to a charge unless he has been convinced of this.
8. Last, but certainly not least, a coach should be able to instill a team spirit, rather than an individual spirit. No one person ever won a ritualistic contest, and no one person should ever be blamed for a contest being lost, if he has made a genuine effort to do his best.

RITUAL PRACTICE

The following are some suggestions in organizing and conducting ritualistic practice sessions, which may be used by a coach:

1. Insist that all the officers shall understand the meaning, the usage of every word, and learn their parts thoroughly at the beginning of the lodge year.
2. Some basic rules for practice sessions:
 - A. All officers should be present and on time for practice, this applies as well to the coach and candidate.
 - B. Avoid alcoholic beverages prior to or during practices; again, this also applies to the coach and candidate.
 - C. Attend to business and eliminate all unnecessary conversation and horseplay until after practice. One of the complaints often heard about ritual competition is the length of practices. This will go a long way toward correcting that situation.
 - D. Plan details of the practice prior to the session.
3. Make use of a tape recorder or video camera, if available, for team and individual practice; tape initiation.
4. Vary practice sessions; at times go on completely through the ritual in contest form, without interruptions, with notes being taken for later discussion; at other times concentrate on the various categories for specific periods. Individual practice is very important; arrange to have the officers appear at staggered times occasionally for individual work.

5. Keep records of practice periods to determine if mistakes are repeated week by week. Some coaches make notes on each officer in duplicate, so that a copy may be given to each individual officer.
6. All mistakes noted by any officer should be transmitted to the coach for corrective measures. This may save some hard feelings.
7. If an officer does not appear to understand his part thoroughly, have him write it out in his own language. This may be of great help.
8. If possible, obtain the services of an assistant coach. Call in other coaches and ritual people for aid, especially in the final practices before a contest.
9. Request permission to put on initiations for neighboring lodges for evaluation of a team under different surroundings and circumstances.
10. The coach and each officer cannot be too familiar with this ritualistic manual and other information available – ask or look up; do not bluff or take chances.
11. Timing of a contest depends upon many factors, such as the size of the floor, and though not scored as such, usually runs from 45 to 50 minutes. Officers are graded individually and they should not attempt to make up or slow down team time.
12. Do not waste unnecessary time by having the team practicing the inspection of their stations prior to the chairman's instructions to proceed with the contest. In a contest, officers should briefly check to see that chairs have not been moved and that gavels and the Flag are in place on the stations. This is not the time or place for elaborate and time consuming testing of voices, sitting, and rising, practicing steps, etc.
13. Visit the contest room, if possible; if not, obtain a floor plan and lay it out on your own lodge floor.
14. Any team and its officers entering any contest, whether district, state, or Grand Lodge, never loses; they are always winners. They win the respect of the other officers, their lodge members, their state association, the Grand Lodge, and all Elks. But most of all, it builds in each officer confidence and ability, and enables him to speak easily and confidently in front of any audience regardless of whatever his subject might be. It makes him a much better Elk because he has a fuller understanding and knowledge of what our great Order really inculcates.
15. In order to be the top team, the requisites are not too great. All that it takes is constant study, hard work, practice in contest form, a burning desire to win!!!! Then do it!!!!
16. Contact your district, state, or Grand Lodge committeeman on any question – it may win a contest for your team.

SUGGESTIONS FOR THE FINAL PREPARATION OF A RITUAL TEAM FOR A CONTEST

1. In order that all officers may make the necessary moves without disturbing normal dress, shirt may be tied down with a rubber band if it buckles in front – powder knees and elbows, if necessary – if coat tail rides up, sew in buckshot.
2. Have available mentholatum stick for lips and ice water and lemons, which may be used for a dry throat, or phlegm accumulation.
3. Remove watches, or other jewelry, which may catch sleeves.
4. A coach should make a final check that all officers' chairs are in the right place and that the Flag and the gavels are on the stations of the Exalted Ruler and the Leading Knight.

THE CANDIDATE

The candidate must be a member of the Order. He/She is a most important part of a ritual team. He/She should rehearse with the team in order to be able to move easily with the Esquire, and to follow the Exalted Ruler by repeating the obligation confidently and without hesitation. It is advisable for the candidate to take care in properly pronouncing the words he/she repeats in the obligation. He/She should be attentive at all times while an officer is speaking.

Often the candidate is a Past Exalted Ruler, a coach, or some member well versed in the ritual. This results in many instances that he/she takes charge of the movements on the floor, not the Esquire; that he/she over-shadows the Exalted Ruler in the giving of the obligation. He/She should not attempt to correct errors of the Exalted Ruler in the obligation. Care should be taken by the candidate that these things do not happen, as it will do nothing to enhance the prospects of these officers.

When the Exalted Ruler says: "Please salute our Flag," the new member shall also salute the Flag. When the Flag has been presented to the new member by the Exalted Ruler, it shall be folded and held reverently in the right hand until the contest has been completed.

While judging of the candidate is not mandatory at the state and district levels, the comments contained in this section should be among the criteria considered if the candidate is judged.

ACCURACY – 30%

Word accuracy shall be confined to that portion of the current ritual, as amended by the Grand Lodge at the 2009 Session, beginning when the Exalted Ruler is supposed to give the initial rap of the gavel, whether or not it is given, and concludes with the seating of the Esquire.

While judges do not judge word accuracy, they are to report to the word judges, thru the contest chairman, failure of any officer or officers to repeat “Amen” following the prayer or the obligation; the Chaplain saying “Amen” with the other officers after the prayer; and the giving of rap(s) by the wrong officer. At the time of occurrence, a notation by the judge shall be entered under remarks on the judges work sheet.

If an accuracy error, which includes the addition, subtraction, or repetition of a word(s), alters the meaning of the thought being expressed in an officer’s charge, it shall be downgraded under impressiveness.

TEAM APPEARANCE – 3%

Team appearance is initially judged while the officers are before the Altar at the beginning of the contest. It is not judged while the officers are before the Altar at the conclusion of the contest.

All officers must be uniform in dress. Female officers must be uniform with other female officers and male officers must be uniform with other male officers. Nothing precludes all officers from wearing identical dress. Ladies uniforms may be of a different cut than their gentlemen counterparts, but must be of similar color and material. Ladies may wear skirts while the gentlemen wear trousers. They shall be judged independently of one another, but each group must be uniform with the others in their group.

Judges shall note any unusual discrepancy in dress, such as different shoes, loss of tie, hanging of the Esquire’s coat, or an officer’s misplaced jewel, which may be observed during the contest. At the time of the occurrence, these discrepancies shall be judged, only once during the contest and shall receive one (✓) check mark, only under team appearance.

All hair and facial hair must be well groomed.

Officers who are members of the clergy are permitted to wear their clerical garb while competing, if desired.

Points judged under team appearance are uniformity of dress and neatness of dress.

- | | |
|---|--|
| 1. Dress within each group is alike (same material and design). | 6. Men’s shoes alike, ladies shoes alike. |
| 2. Same size and color ties. | 7. Dress is well fitted. |
| 3. Jewels placed identically and correctly. | 8. Dress is pressed. |
| 4. Shirt/Blouse cuffs showing alike. | 9. Shirts/Blouses are pressed. |
| 5. Length of trousers or skirts alike. | 10. Normal jewelry is permissible. (ear rings, wedding rings, etc.). |

The judge shall give one (✓) check mark for each instance of lack of uniformity or neatness of dress for each officer. Under team appearance, you have a very short period of time to observe all the points of uniformity and neatness of dress. The judge must closely and accurately scrutinize each officer as quickly as possible.

Demerits in team appearance are charged against the team and not the individual officer.

In district and state contests, in whatever dress is worn, allowances are normally made for possible differences in material, design, dress, etc. (Permissible for the state ritualistic committee to establish ground rules concerning dress.) as styles change it is not expected that officers be required to frequently buy new dress. In the Grand Lodge contest, the dress shall be the same.

After the score for accuracy, pronunciation, deportment, and impressiveness have been figured by the computers, the score of the judges for team appearance will be added to the total to obtain a final team score.

PRONUNCIATION – 7%

The first authority for the correct pronunciation of all words in the ritual is Webster's New International Dictionary, Third Edition – Unabridged.

Each time a word is mispronounced it shall receive a pronunciation demerit. Watch the accented syllables, for an improperly accented word is a mispronounced word. All mispronounced words are charged one (✓) check mark each time that they are mispronounced. If the mispronounced word alters the meaning of the thought being expressed, such as, "except" for "accept", and "perform" for "preform", it shall also be downgraded under impressiveness by one (✓) check mark. Otherwise, a mispronounced word shall not be downgraded under impressiveness.

Slurring or running words together is also considered to be mispronounced words, and each word involved shall receive one (✓) check mark under pronunciation. This may also affect impressiveness, only, when it alters the meaning of the thought being expressed.

Where plural is used for singular or vice versa, such is considered a mispronounced word and one (✓) check mark shall be given, only, under pronunciation.

For over-accentuating or enunciating a word or an obviously strained effort to pronounce a word properly, the officer shall receive one (✓) check mark, only, under impressiveness for each violation committed.

Although, pronunciation rates only 7% of the total team score, many times its importance is overlooked. Words must be correctly pronounced and clearly enunciated to be effective.

The manner in which words are pronounced is almost as important as the words themselves.

It is of paramount importance to think before you speak. Common speech presents much slurring, mouthing, mumbling and running together of words. To make speech sounds accurately, you must have good articulation, enunciation and pronunciation.

Articulation is the muscular process by means of which you modify voice or breath with tongue, teeth, lips, and other speech organs to produce speech sounds. Good articulation enables you to speak with the least muscular effort; to speak more distinctly and to focus attention on your message. Good articulation requires proper use of the tongue and lips – speaking with the mouth open and the lips apart.

Good enunciation is necessary for proper pronunciation. Enunciation is the clarity and distinctness of rendering word sounds. You must clearly enunciate each syllable of a word.

Pronunciation is the act or manner of pronouncing the sounds of the words which are made up of the combination of letters and where the diacritical accent marks will be placed. Therefore, the eye must be trained to recognize the letters of the phonetic alphabet; the speech organs must be trained to make speech sounds accurately; and the ear must be trained to hear sounds accurately.

Sometimes, it may be better to take a pronunciation demerit, where an officer must make an obviously strained effort to pronounce some word properly. This is a decision to be made, in each instance, by the coach. A concentrated effort by an officer, aided by his coach, will eliminate most pronunciation errors. Each word of every charge should be checked carefully by using the pronunciation key, word guide, or Webster's dictionary.



PRONUNCIATION AIDS

The following pronunciation aids are compiled for the purpose of making assistance readily available to officers, coaches, and judges in the pronunciation of the words in our ritual.

PRONUNCIATION KEY

ā — (long a) āle	ĩ — (Italic short i) char- <u>ĩ</u> -ty
á — (Half-long a) (same as above (a), except not as prolonged and in an unaccented syllable) vā-ca'tion	ō — (long o) ō'ver
â — (circumflex a) câre, âir	ö — (short circumflex o) löss, söft
ǎ — (short a) ǎm, făt	ô — (Half-long o) (same as Half-long a & e), ô-bey
ǻ — (Italic short a) ǻccount	ô — (circumflex o) ôrb, all – ôl
ä — (two dot a) pälm, ärt, fäther	ö — (short o) nôt, för'est
à — (one dot a) àsk, pàth	õ — (Italic short o) cõn-nect
â — (Italic one dot a) ideâ, sofâ	oo — (long double oo) mōon, fōol
ē — (long e) serēne, ēve	oo — (short double oo) wōol, gōod
ĕ — (hooked long e) fĕar, hĕre	ū — (long u) pūre, cūbe, dūti
ê — (Half-long e) (same as above (e) except not as prolonged and in an unaccented syllable), bê-fit	û — (Half-long u) (same as other Half-longs)
ě — (short e) mět, con-děmn	û — (circumflex u) ûrn, fûrl/unite', hu-mane'
ĕ — (Italic short e) novĕl, momĕnt	ü — (short u) tüb, ũn'der, ũp
ẽ — (Tilde e) speakĕr, pĕr-vert	ũ — (Italic short u) cau'cũs
ī — (long i) ī-dea, sīght, īce	th — (voiced) the, then
ĭ — (short i) hab-ĭt, ĭll	th — (voiceless) thin, thick
	tu — (as in picture, na'ture)

WORD PRONUNCIATION GUIDE

A – à – (art). In our ritual this is a dot (à) as in idea, sofa. The long (ā) is not used in our ritual.

About – à bout' (Italic one dot à)

Above – à buv' (Italic one dot à)

Absent – āb's' nt

Accept – āk sēpt' (not except)

Accepted – āk sēp' tēd or āk sēp' tīd

Acclaim – à klām' (Italic one dot à as in sofa)

Accomplish – ā kōm' plīsh (as in am, mad)

Addition – ād dīsh' ūn

Adherence – ād hēr' ēns (long ē as in eve)

Administering – ād mīn' īs tēr īng (five syllables, “ter” nor “tor”)

Admission – ād mīsh un

Admit – ād mīt'

Adopted – à dōpt' ěd (Italic one dot à as in sofa)

Advance – ād vāns'

Adversity – ād vēr' sī tē

After – āf' tēr (tilde ē)

Again – à gēn' (à) as in sofa. (British is a' gān', both are correct)

Against – à gēnst'

Alarm – à lārm'

Alms – āmz

Alone – à lōn'

Along – à lōng'

Altar – ōl' tēr

Always – ōl' wāz

Amen – ā'mēn' or ā'mēn'

American – à mār' ī kăn

Among – à mūng'

And – and (not an, en, andē)

Anew – à nōō'

Animal – ān' ī m'l

Another – ā nūth' ēr

Answer – ān sēr

Anteroom – ān' tē rōōm' (first syllable accented more than last)

Antler – ānt' lēr

Any – en' ē

Anything – en' ē thīng

Appealing – à pēl' īng (Italic one dot à)

Apply – à plī' (Italic one dot à)

April – ā' prīl

Approval – à prōōv' āl (Italic one dot à's)

Argue – ār' gū (Two dot ā as in art)

Aside – à sīd' (Italic one dot à)

Asked – as (k) t

Assist – à sīst' (Italic one dot à)

Assume – à sūm' (Italic one dot à)

Assumed – à sūmd' (Italic one dot à)

Assure – à shōōr' (short double ōō as in wōōl)

Attend – à tēnd' (Italic one dot à)

Attention – à tēn'shūn (Italic one dot à)

Attentive – à tēn' tīv (Italic one dot à)

Authority – ō thōr' ī tē

Avarice – āv' a' rīs

Await – à wāt' (Italic one dot à)

Ballot – bāl' ět

Beauty – bū' tē

Because – bē kōz' (Half-long ē as in event)

Become – bē kūm' (Half-long ē as in event)

Befit – bē fīt' (Half-long ē as in event) (not bā fit)

Before – bē for' (Half-long ē as in event) (not bā for)

Behalf – bē hāf' (two dot ā as in arm); (also bē hāf' one dot ā as in ask)

Behold – bē hōld' (not bā hold or bēē hold) (Half-long ē as in ēvent)

Being – bē' īng

Believe – bē lēv' (Half-long ē in unaccented syllable)

Believed – bē lēvd'

Benefactor – bēn' ē fāk tēr or bēn' ē fāk' tēr [heavy accent on first syllable or third syllable (both are correct)] (“tēr” not “tōr”)

Benevolent – bē nēv' ō lēnt (not bā or bēē)

Bereavement – bē rēv' mēnt (not bā or bēē)

Bereft – bē rēft' (not bā or bēē)

Beside – bē sīd' (not bā or bēē)

Bestow – bē stō' (not bā or bēē)

Between – bē twēn' (not bā or bēē)

Bible – bī' b'l

Binding – bīnd' ĩng

Blossom – blās' ūm

Brotherly Love – brūth' ēr lee

Brotherhood – brūth' ēr hōōd

Budding – būd' ĩng

Burdens – būrd' ns (circ. ū as in ūrn)

Business – bīz' nīs

By Laws – bī' lōs

Candidate – kān' dī dāt (not kān' dī dīt)

Cannot – kān' āt

Cardinal – kār' dīn āl or kār' dī n'l (two dot ā)

Catch – kātch (not kētch)

Ceremony – sēr' ě mōn' nē (Second (e) is preceded & followed by accented syllable; not sēr ă mōnē)	Decorum – dē kōr' ūm
Character – kār' ik tēr (“tēr” not “tōr”)	Dedicated – dēd ĭ kāt' ěd
Charitable – chār' ĭ tā b' l	Defend – dē fēnd (not dā or dēē)
Charity – chār' ĭ tē	Defense – dē fēns' (not dā or dēē)
Cherish – chēr' ĭsh	Degree – dē grē' (not dā or dēē)
Children – chil' drēn	Denote – dē nōt' (not dā or dēē)
Circular – sēr' kyōō lēr	Deport – dē pôrt' (not dā or dēē)
Citizen – sīt' ĭ z' n	Derive – dē rīv' (not dā or dēē)
Civilian – sī vīl' yēn	Desire – dē zīr' (not dā or dēē)
Clustering – klūs' tēr ĩng	Destiny – dēs' tīnē
Comfort – kŭm' fērt	Determined – dē tēr' mīnd
Commending – kŏ mēnd' ĩng	Device – dī `vīs
Commercial – kŏ mŭr' shāl	Dial – dī' ăl
Committed – kŏ mīt' tēd (ŏ as in odd)	Dialogue – dī' ă lŏg (Italic one dot à)
Communion – kŏ myōōn' yōn	Diligently – dīl' ĭ gēnt lē
Companion – kŏm pān' yōn	Direction – dī rēk' shŭn (ĭas in charity, not as in die; ũ as in circus)
Company – kŏm' pā nē	Directly – dī rēkt' lē (not die)
Compare – kŏm pâr' (not kŭm pâr)	Discharge – dīs' chārg
Competent – kām' pē tēnt	Distinctively – dī stīnk' tīv lē
Complete – kŏm plēt'	Distract – dīs trākt'
Comply – kŏm plī'	Distress – dīs trēs'
Concerning – kŏn sŭrn' ĩng	Disturb – dīs tŭrb'
Condone – kŏn dŏn'	Drama – drā' mā; also drām' à
Conduct – kŏn dŭkt' (as a verb, the accent is on the last syllable)	Duly – dŏō' lē; also dŭ' lē
Confidence – kān' fī dēns	During – dŏōr' ĩng
Confidential – kān' fī dēn' shāl (first & third syllable accented; more on third)	Duty – dŭ' tē (ŭ has ew sound as dew tē)
Conflict – kŏn flīkt' (as a verb, the accent is on last syllable)	Earnestly – ūr' nīst lē
Conforming – kŏn fŏrm' ĩng	Either – ē' thēr; ĭ' thēr (both correct)
Conscience – kān' shēns	Electronic – ĭ lēk trā' nīk
Constant – kān' stānt	Eleven – ē lēv' ěn (not uh or ēē lēv)
Constituted – kān' stī tŏōt' ěd	Eliminate – ē līm' ĭ nāt (not uh or ēē)
Constitution – kān' stī tŏō' shŭn (first syllable accented more than third)	Emblem – ěm' blēm, or ěm' blīm (not ěm blŭm', or ěm blem')
Continue – kŏn tŭn' yōō	Emotions – ě mŏ' shŭns (not uh or ēē; ũ as in circus)
Contrary – kŏn' trēr ē (not “kum” or “kun”)	Endeavors – ěn dēv' ěrs
Conversation – kān' vēr sā' shŭn	Enough – ě nŭf' (not ũn or ēē)
Cornerstone – kŏr' nēr stŏn' (heaviest accent on the first syllable)	Ensure – ěn shŏōr' (ŏō as in pŏōr)
Correct – cŏ rēkt'	Enter – ěn' tēr (not ĩn tēr)
Councils – koun' sīls, s'ls, as in town (not kŏn' sŭls)	Entire – ěn tīr' (not ĩn tīr)
Country – kŭn' trē	Ere – ār (ā as in care)
Crescent – krēs' n't	Erect – ě rēkt' (not ũh or ēē)
Daily – dā' lē	Esquire – ěs kwīr' (not ess' or ũh' skwīr)
Decision – dē sizh' ũn	Esteemed – ěs tēmd' or ĩs tēmd' (not ess)
Declare – dē klār'	Evade – ě vād'
	Ever – ěv' ěr
	Every – ěv' rē or ěv' ěr ē
	Evil – ē' v' l or ē' vīl
	Exacts – ěg zākts' or ĩg zākts'

Exalted – ěg zôl' tĕd or ĭg zôl' tĕd (not ex as in exlax; accent on second syllable)	Groundwork – ground' wŭrk
Examination – ěg zăm' ĭ nă' shŭn	Hailing – hăl' ĭng
Except – ěk sĕpt'	Harbor – hăr'bĕr
Exemplifying – ěg zĕm' plĭ fĭ ĭng	Heart – hărt
Exercise – ěk' sĕr sĭz'	Heaven – hĕv' ěn or hĕv'n
Exhibit – ěg zĭb' ĭt; ĭg zĭb' ĭt	Heedlessly – hĕd' lĭs lĕ
Exists – ěg zĭst's; ĭg zĭst'	Henceforth – hĕns' fŏrth'
Expression – ěks prĕsh' ũn (not ěgs)	Here – hĕr'
Expunge – ěks pŭnj' (not ěss' pŭnj)	Hereafter – hĕr äf' tĕr
Extend – ěks tĕnd' or ĭks tĕnd'	Highest – hĭ' ěst or hĭ' ĭst
Failure – făl' yĕr	Holy – hŏ' lĕ
Faithful – făth' fŭl	Homecoming – hŏm' kŭm' ĭng (first syllable is accented more than second)
Falling – fŏl' ĭng	Honestly – än' ĭst lĕ
Familiarize – fă ml' yĕr ĭz	Hour – our (h) silent
Family – făm' ĭ lĕ	Identification – ĭ dĕn' tĭ fĭ kă' shŭn (First i long; six syllable word, fifth syllable with heaviest accent)
Father – fă' thĕr	Identify – ĭ dĕn' tĭ fĭ
Fault – fŏlt	Implies – ĭm plĭs'
Feeling – fĕl' ĭng	Important – ĭm pŏr' tănt
Fellow – fĕl' ō	Impress – ĭm prĕs'
Fellowship – fĕl' ō shĭp'	Impression – ĭm prĕsh' ěn
Fidelity – fĭ dĕl' ĭ tĕ (not fĭ dĕl' ĭ tĕ)	Increase – ĭn krĕs'
Figure – fĭg' ũr (not fĭg' gĕr)	Indirectly – ĭn' dĭ rĕkt' lĕ (not die)
Final – fĭ' năl or fĭ' n'l	Influence – ĭn' flŏŏ ěns
Fireside – fĭr' sĭd'	Inform – ĭn fŏrm'
First – fĕrst	Initiation – ĭ nĭsh' ě ä' shŭn
Flag – flăg	Inner – ĭn' ĕr
Flower – flou' ĕr	Insignia – ĭn sĭg' nĕ ä
For – fŏr (not fŭr)	Inspiration – ĭn' spĭ ră' shŭn (heaviest accent on third syllable)
Forever – fŏr ĕv' ĕr	Instruct – ĭn strŭkt'
Forget – fŏr gĕt' (not fŭr)	Instruction – ĭn strŭk' shŭn
Forgotten – fŏr gat' n (not fŭr)	Interfere – ĭn' tĕr fĕr' (heaviest accent on third syllable)
Forgive – fŏr gĭv' (not fŭr)	Into – ĭn' tŏŏ or ĭn' tŏŏ
Forsaken – fŏr sāk' ěn	Introduce – ĭn' trŏ dŭs' (heaviest accent on third syllable)
Foundation – foun dă' shĕn	Invade – ĭn văd'
Franchise – frăn' chiz	Inviolate – ĭn vĭ' ō lăt (Half-long ō and ä)
Fraternal – fră tŭr' n'l	Itself – ĭt sĕlf'
Friendly – frĕnd' lĕ	Just – jŭst (not jĕst)
Friendship – frĕnd' shĭp	Justice – jŭs' tĭs (not jĕs' tĭs)
Further – fŭr' thĕr	Keeping – kĕp' ĭng
Gather – găth' ĕr	Kindliest – kind' lĕ ěst
Gavel – găv' l	Kindly – kĭnd' lĕ
Gentle – jĕn' t'l	Kindness – kĭnd' nĭs
Gentleness – jĕn' t'l nĕs	Knight – nĭt
Goddess – găd' ĭs	Knowledge – năl' ĭj
Golden – gŏld' n	Labor – lă' bĕr
Gorgeous – gŏr' jŭs	
Govern – gŭ' vĕrn	
Grant – grănt	
Great – grăt	

Ladened – lād' nd	Noble – nō' b'l
Lasting – lās' ťing	Nobler – nō' blēr
Laughter – lāf' tēr	Noblest – nō' blēst
Law – lō	Nor – nôr (not “nēr”)
Lawful – lō' f'l	Noted – nôt' ěd
Leading – 'Lēd ĩng	Nothing – nūth' ĩng
Lecturing – lēk' chēr ĩng	Number – nūm' bēr
Legend – lěj' ěnd	Nurture – nūr' chūr
Liberty – līb' ěr tē	Obedience – ô bē' dē ěns
Lighten – līt' n	Obey – ô bā' (not uh bā, Half-long ô)
Likely – līk' lē	Obligation – äb' lī gā' shūn (four syllables with third stressed more than first)
Likewise – līk' vīz' (heaviest on first syllable)	Observance – ôb zūr' vāns
Lingering – līng' gēr ĩng	Observe – ôb zurv'
Living – līv' ĩng	Occasion – ô kā' zhūn (short ô as in odd)
Lodge – läj	Of – ôv (not ūff)
Loudly – loud' lē	Offering – ôf' ěr' ĩng
Love – lūv	Officer – ôf' ĩ sēr
Loyal – loi' āl (as in oil)	Off – ôf (short circumflex o) löss, sóft
Made – mād	Ofť – ôft
Malice – māl' ĩs	Often – ôf' n (not ôft' ěn)
Manhood – mǎn' hōöd	Olden – ôl' d'n
Manifest – mǎn' ĩ fēst (accent on first syllable)	Olympus – ô līm' pūs
Mankind – mǎn' kind' (more accent on last syllable)	Open – ô' pēn or ô'p'n (not ô'pūn)
Matters – māt' ěrs	Opening – ô'pēn ĩng
May – mā	Opinions – ô pīn' yūns (Half-long ô as in ôbey)
Member – mēm' bēr	Opportunity – äp' ôr tōō' nī tē (five syllables with third stressed more than first)
Membership – mēm' bēr šīp'	Order – ôr' dēr
Memento – mē mēn' tō (not mō' mēn tō, mēē'mēn tō, or mūn' mēn tō)	Other – ūth' ěr
Memories – mēm' ô rēz	Our – our (like hour, not are)
Memory – mēm' ô rē (Half-long ô)	Outer – out'ēr
Message – mēs' ij	Over – ô'vēr
Midnight – mīd' nīt	Overtaken – ô'vēr tāk' ěn
Military – mī lē tēr' ē	Pageantry – päj' ěnt rē
Misery – mīz' ěr ē	Palm – päm
Misfortune – mīs fōr' tūn	Paragraph – pār' ä grǎf'
Moment – mō' mēnt	Passing – pās' ĩng
Monitor – mǎn' ĩ tēr (not “tōr”)	Pastures – pās' tūrs
Motto – māt' ô	Pathway – pāth' wā'
Mountain – moun' tīn, moun' tēn (not mount' n)	Peace – pēs
Mourn – mōrn	Pealing – pēl' ĩng
Movement – mōōv' mēnt	Perception – pēr sēp' shūn
Myself – mī sēlf'	Perfect – pūr' fīkt
Mystic – mīs' tīk	Perform – pēr fōrm' (not prēē fōrm)
Necessary – nēs' ě sēr' ē	Performance – pēr fōr' mǎns
Never – nēv' ěr	Permission – pēr mīsh' ōn
Newly – nōō' lē	

Permit – pēr mīt'	Relief – rē lēf'
Personal – pūr' s'n āl	Relieve – rē lēv'
Personnel – pūr sē nēl'	Religious – rē līj' ūs
Political – pō līt' ĭ kāl (Half-long ô unaccented and not prolonged)	Remain – rē mǎn'
Poorly – pōōr' lē	Remembrance – rē mēm' brāns
Position – pō zīsh' ūn (not pū'zish un)	Reminder – rē mīnd' ēr
Practice – prāk' tīs	Rendered – rēn dēr 'd
Prayer – prār	Renew – rē nū' (Half-long ê)
Prejudice – prēj'ōō dīs	Renewal – rē nū' āl (Half-long ê)
Prepare – prē pâr' (not prēē' pâr)	Repeat – rē pēt' (Half-long ê)
Presence – prēz' n's	Report – rē pôrt' (Half-long ê)
Present – prē zēt' (not prēē' or prūh')	Represent – rēp' rī zēt'
Preserve – prē zūr'v' (not prēē' or prūh')	Reproach – rē prōch' (Half-long ê)
Preservation – prēz' ēr vā' shūn	Request – rē kwēt'
Principal – prīn' sǎ p'l	Require – rē kwīr'
Privileges – prīv' ĭ lī jīz	Resolve – rē zōlv'
Problems – prāb' lēms (not prāb'lūms)	Respect – rē spēkt'
Proceeding – prō sēd' ĩng	Resplendent – rē splēn' dānt or rē splēn' dēnt
Procedures – prō sē' dūrs (Half-long ô & û)	Responders – rī spānders'
Produce – prō dōōs'	Responsibility – rē spōn' sǎ bīl' ā tē (heaviest accent on fourth syllable)
Proffered – prāf' êrd	Retire – rē tīr' (Half-long ê)
Progress – prāg' rēs	Retrace – rē trās'
Promise – prām' ĩs	Reveal – rē vēl'
Promptly – prāpmt' lē	Ritual – rīch' ōō āl
Pronounce – prō nouns' (Half-long ô)	Roster – rās' tēr
Properly – prāp' ēr lē	Royal – roi' āl (as in oil)
Propose – prō pōz'	Ruler – rōōl' ēr
Protect – prō tēkt' (Half-long ô)	Salute – sǎ lōōt' (Italic one dot ā)
Protection – prō tēk' shūn	Sanctity – sǎnk' tī tē
Protective – prō tēk' tīv	Scatter – skāt' êr
Protested – prō tēst' ēd	Season – sē' z'n
Proudly – proud' lē	Secretary – sēk' rē tār' ē (not sēk ah tār ē)
Provision – prō vīsh ūn (Half-long ô not ōō or ūh)	Sectarian – sēk' tār' ē ān (not sēk ah tār ē ān)
Punish – pun' ĩsh	Sentence – sēn' tēns
Pure – pūr	Session – sēs'h' ōn
Purity – pūr' ĩ tē	Shadows – shād' ōs
Purpose – pūr' pōs	Significance – sīg nīf' ĭ kāns
Quick – kwīk	Sincerely – sīn sēr' lē
Raiment – rā' mēnt	Slightest – slīt' ēst
Rapture – rāp' túr (Half-long û)	Smoking – smōk' ĩng
Rather – rāth'ēr	Society – sō sī' ē tē (Half-long ô)
Ready – rēd' ē	Soften – sōf'n
Realities – rē āl' ĩ tēs	Solemn – sōl' ēm (not sōl' ūm)
Received – rē sēvd' (first (ê) Half-long)	Sparkling – spār' klīng
Recently – rē' s' nt lē	Spectrum – spēk' trūm
Recollection – rēk' ō lēk' shūn	Spirit – spīr' ĩt
Redress – rē drēs'	Spreading – sprēd' ĩng
Refrain – rē frān'	Station – stā' shōn
Regulation – rēg' yōō lā' shūn	Statutes – stāch' ōōts

Steadfast – stĕd' fĕst	Unkind – ũn kĭnd'
Stimulate – stĭm' ũ lĕt (Half-long ũ, not stĭm' ĕh lĕt)	Unnoticed – ũn nŏ' tĭs 'd
Streaming – strĕm' ĭng	Unto – ũn' tŏŏ
Structure – strŭk' tŭr or strŭk' chĕr	Unworthy – ũn wŭr' thĕ
Summons – sŭm' ŏnz	Uphold – ũp hŏld'
Support – sŭ pŏrt'	Uplifted – ũp' lĭft ĕd or ũp lĭf' tĕd
Sweetest – swĕt' ĕst	Upon – ũ pŏn' (not ũ pŭn' or ũp' ŏn)
Symbol – sĭm' bŭl or sĭm' b'l	Upright – ũp' rit'
Symbolized – sĭm' bŭl ĭzd or sĭm' b'l ĭzd	Utmost – ũt' mŏst
Sympathy – sĭm' pĕ thĕ	Vanish – vĕn' ĭsh
The – thĕ or thŭ (thĕ if it precedes a word beginning with a vowel or vowel sound; thŭ if it precedes a word beginning with a consonant.	Veteran – vĕt' rĕn; vĕ' trĕn (both correct)
Tablet – tĕb' lĭt	Villain – vil' ĭn
Teaching – tĕch' ĭng	Vindictive – vĭn dĭk' tĭv (not vĭn dĭk' ĕ tĭv)
Tender – tĕn' dĕr	Violate – vĭ' ŏ lat
Therefore – thĕr' fŏr	Violation – vĭ' ŏ lĕr' shĕn
Thereof – thĕr' ŏv' (ĕ) as in care; (not "uff")	Virtue – vŭr' chŏŏ (not vŭr tŭ)
Thither – thĭth' ĕr	Virtues – vŭr' chŏŏz
Thought – thŏt	Visiting – vĭz' ĭt ĭng
Tiler – tĭl' ĕr	Voting – vŏt' ĭng
Timidity – tĭ mĭd' ĭ tĕ	Wander – wĕn' dĕr (not wŭn' dĕr)
Timorous – tĭm' ĕr ũs	Waters – wŏ' tĕrs
To – tŏŏ (not tŭ)	Wealthy – wĕl' thĕ
Token – tŏ' kĕn	Weary – wĕr' ĕ (hooked long e as in here)
Tolling – tŏl' ĭng	Welcome – wĕl' kŭm
Tribunal – trĭ byŏŏn' n'l (long ĭ)	Whatever – hwĕt' ĕv' ĕr
Turn – tŭrn	Whereupon – hwĕr' ũ pŏn
Unannounced – ũn ĕ nouns' 'd	Wherever – hwĕr' ĕv' ĕr
Unattended – ũn ĕ tĕnd' ĕd	Whisper – hwĭs' pĕr
Undergo – ũn' dĕr gŏ' (heavier accent on "gŏ")	Wicket – wĭk' ĭt
Undertake – ũn dĕr tĕk'	Wilderness – wĭl' dĕr nĭs
Unfit – ũn fĭt'	Witchery – wĭch ĕr ĕ
Unfortunate – ũn fŏr' tŭ nĭt or ũn fŏr' chŭ nĭt	Without – wĭth out'
Uninvited – ũn' ĭn vĭt ĕd	Wonder – wŭn' dĕr (not wŏn' dĕr)
United – ũ nĭt' ĕd or ũ nĭt' ĭd (not ũ' nĭt ed)	Worthy – wŭr' thĕ (voiced th as in then)
	Your – yŏŏr (not yĕr)
	Yourself – yŏŏr sĕlf'
	Yourselves – yŏŏr sĕlvz' (not yĕr' sĕlvz)

There are some words listed in the preceding and in Webster's dictionary with two correct pronunciations, but with only one acceptable in ritualistic contests, such as:

A – ĕ, as in sofa, idea

Candidate – kĕn' dĭ dĕt (not kĕn' dĭ dĭt)

Esquire – ĕs kwĭr (not ess kwĭr or ĭs kwĭr)

Fidelity – fĭ dĕl' ĭ tĕ (not fĭ dĕl' ĭ tĕ)

The – thĕ before a vowel or vowel sound

The – thŭ before a consonant

DEPORTMENT – 10%

Deportment is the foundation for impressiveness. It is the correct movements that each officer is required to execute during the exemplification of the initiatory ritual. Refer to paragraph 19b., Rules & Regulations regarding handicapped officer movements.

Judging of deportment shall begin when the Exalted Ruler is supposed to give the initial rap of the gavel, whether or not it is given, and it concludes when the Esquire resumes his seat after seating the new member.

All violations of Grand Lodge rules are errors in deportment.

The penalty for each complete deportment violation, (failure to execute a required movement) is two (✓✓) check marks.

The penalty for each partial, improper, sloppy, hesitant, stiff, jerky, or poorly executed movement or indication is one (✓) check mark under deportment.

All movements omitted by an officer during the exemplification of the initiatory ritual shall be given two (✓✓) check marks, only, under deportment for each movement omitted.

Movements, which are excessively slow or fast, as rising, sitting, walking, giving the civilian salute to the Flag, dropping the hands after the salute to the Flag, voting sign, wave of the hand, extending or lowering the right hand, clenching the right hand, giving or lowering the hailing sign, giving or obeying the rap(s) of the gavel, bowing or raising heads for the prayer, or carrying out instructions shall be given one (✓) check mark, only, under deportment for each violation committed.

Officers are to be marked throughout the ceremony for each violation committed.

MOVEMENTS

NATURAL – DIGNIFIED – NOT MILITARISTIC

The movement, posture, stance, and walk of officers shall be neat and orderly, and in a manner befitting American citizens, who enjoy initiating an American into the Order of Elks in a dignified and sincere manner. Movements of all officers shall be neat and orderly without the use of audible signals.

EACH ACTION OR MOVEMENT SHALL BE COMPLETED BEFORE ANOTHER BEGINS

The officer shall obtain a natural, relaxed, and dignified posture, stance, and walk. At all cost, the officer shall refrain from being stiff or rigid and executing sloppy, hesitant, jerky movements. Officers shall shift positions in a graceful and dignified manner without the involvement of a rocking motion.

For each instance of an officer standing or walking too stiffly, rocking from side to side, spasmodically moving the fingers, moistening the lips, accidentally stumbling, noticeable trembling but not affecting the voice, accidentally hitting the chair, its arm, or the station, Esquire's baton hitting the door; causing the Flag to waver, or Flag hitting the dress (during tribute to the Flag), he shall receive one (✓) check mark, only, under deportment for each violation committed.

A rigid military manner or movement has no place in the rendition of the ritual. For each instance of an executed military movement, the officer shall receive one (✓) check mark under deportment and one (✓) check mark under impressiveness.

All officers shall keep heads and eyes straight ahead, at all times, except when another officer is performing. If an officer fails to comply, he shall receive two (✓✓) check marks, only, under department for each violation committed. The complete failure for an officer to be attentive to the performing officer shall be two (✓✓) check marks, only, under department for each violation committed.

The turning of the heads by officers to indicate attention shall be a natural and definite head movement, not simply the movement of the eyes. For inattentiveness, wandering of the eyes, or improper head movement, the officer shall receive one (✓) check mark, only, under department for each violation committed.

During the delivery of a charge, it is natural and permissible for the normal movement of an officer's head.

Also, in an officer's movements, it is natural and permissible that he may turn his back to the Exalted Ruler.

MOVEMENTS REQUIRED IN UNISON BY ALL OFFICERS:

1. Rising and sitting.
2. Turning to indicate attention must be a natural and definite head movement, not just the eyes.
3. Bowing and raising the heads for the prayer; all officers must assume the same position (including the Chaplain). However, Chaplain's position is then optional.
4. Extending and lowering the right hand; clenching the right hand.
5. Chaplain, Lecturing Knight, Loyal Knight, Esquire, and Inner Guard turning for the Flag salute and turning when the Exalted Ruler resumes his station.
6. Giving the salute to the Flag; dropping the hands after the salute to the Flag.

If officers required to make a unison move are not in unison, only the officer(s) not in unison will be downgraded one (✓) check mark under department.

If an officer fails to make a required unison movement, he shall be downgraded two (✓✓) check marks, only, under department and no check marks shall be assessed to those performing in unison.

If officers required to make a unison "Amen" are not in unison, only the officer(s) not in unison will be downgraded one (✓) check mark under department.

DEPARTMENT: AFFECTING IMPRESSIVENESS

An extremely improper or very poorly executed movement may also result in downgrading under impressiveness. These movements must be very severely improper to be downgraded under both categories of department and impressiveness. Otherwise, it shall be downgraded, only, under department.

POSITION OF HANDS AND FEET OF ALL OFFICERS:

The position of the feet and hands of the officers when seated or standing shall be uniform. Esquire's hand carrying the baton is an exception.

Feet may be together with the toes pointed out, or they may be apart. The position of the feet when required shall be in line with the officers, or candidate/member will be judged by the heels being in line with each other (failure ✓✓ dept.).

Position of the hands of the officers, when standing and not performing, shall be at the sides (optional during prayer). Esquire's hand carrying the baton is an exception. Hands may be placed on the station (optional with each officer) when an officer is delivering his charge, but care shall be taken not to appear to be leaning or resting on the station. If this occurs, the officer shall receive one (✓) check mark, only, under department for each violation committed. Possibly, the best position to have the hands while sitting is in your lap rather than on the chair arms. Officers shall not push themselves or appear to jump out of their chairs while rising. Conversely officers shall not flop or slump into the chair while sitting. When seated, the officer shall not slide, squirm, wiggle or move his body, hands or feet.

For each violation committed, the officer shall receive one (✓) check mark, only, under department.

STEP(S) TO STATIONS:

Where any step(s) to stations are present, it is natural and permissible for an officer to look down at the step(s) in ascending or descending.

Otherwise, officers shall never look at the floor while rising, sitting, walking, or stepping forward.

For each violation committed, the officer shall receive one (✓) check mark, only, under department.

STEP OR PACE:

The distance of a step or pace is identical. An officer shall take a normal step for his individual walking. On an occasion where a step or more forward by an officer, such as the Exalted Ruler and Chaplain at the Altar, is followed by a step or more backward, a long step may result in an awkward and difficult attempt to return to the officer's original position.

TURN:

A left or right turn is made by walking directly into the turn without stopping. A turn is not considered a step or a pace. A full turn is considered to be 90 degrees. For each violation committed, the officer shall receive two (✓✓) check marks, only, under department.

RAP(S) OF GAVEL:

Failure to give the proper rap(s) shall be two (✓✓) check marks, only, under department.

Rap(s) of the gavel shall be firmly and evenly spaced, using a natural and dignified movement of the forearm and wrist. The failure shall be one (✓) check mark, only, under department. It is natural and permissible to look at the gavel while picking up, laying down, or rapping.

The failure of the Exalted Ruler or Leading Knight to lay the gavel on the station quietly shall receive one (✓) check mark, only, under department.

The rap(s) by the Exalted Ruler and the Leading Knight shall be identical, i.e. frequency, loudness and looking at the gavel (failure ✓✓ dept.).

Each rap omitted or added by the Exalted Ruler, Leading Knight, Esquire, and Inner Guard shall count as one word error.

Rap(s) given by the wrong officer shall receive two (✓✓) check marks, only, under department and shall be noted by the judges under remarks on the judges work sheet.

WAVE OF THE HAND: (*diagram on page 68*)

The wave of the hand is not only the Exalted Ruler's permission to be seated, or to leave the lodge room, but also a friendly and cordial welcome to a late member or a gesture of appreciation to a departing member. The wave of the hand shall be a full gesture with palm of hand turned down, not a chopping motion, and never sloppy or indifferent. The wave of the hand by the Exalted Ruler and the Esquire shall be identical.

Improper wave of the hand shall be one (✓) check mark, only, under department.

VOTING SIGN: (*diagram on page 68*)

The voting sign is made by uplifting the right hand, palm to the front. The forearm and hand shall not be tilted forward, backward, inward, or outward, and the upper arm shall be parallel to the floor.

Improper voting sign shall be one (✓) check mark, only, under department.

SALUTE TO THE FLAG: (*diagram on page 68*)

The salute to the Flag is made by placing the right hand over the heart (thumb only touching the clothing) with the thumb hidden. Hand, wrist, and arm shall be in a straight line; hand shall not be tilted up or down, or cupped.

Improper salute to the Flag shall be one (✓) check mark, only, under department.

HAND SHAKE: (*diagram on page 68*)

The extending of the right hand, when ordered to do so by the Exalted Ruler, is to be made in a natural handshaking position, as though reaching forward to shake hands with another person. Hand shall not be tilted up, or droop. Palm of hand shall not be turned up. Arm shall not be extended stiffly away from the body, but in a natural position with the elbow slightly bent. When closing the fist, do not make a threatening upward motion (if occurs, the officer shall receive one (✓) check mark under impressiveness); simply close the fist in a firm, but courteous manner.

Improper handshake shall be one (✓) check mark, only, under department.

It is improper and very unimpressive for the Esquire to shake hands with the new member after he is seated. DO NOT SHAKE HANDS! If this occurs, the Esquire shall receive one (✓) check mark under impressiveness, two (✓✓) check marks under department.

ESQUIRE'S BATON ARM: (*diagram on page 68*)

The Esquire moves his hand out of the baton carrying position in giving the hailing sign, when placing the candidate in proper position to assume the obligation and when placing the new member at ease. Many lodges have installed a steel, or brass ring, at the end of the handle to aid the Esquire in holding the baton. This practice is permissible.

HAILING SIGN: (*diagram on page 71*)

To clarify the proper giving of the hailing sign, follow these simple rules:

At the start of the hailing sign, the Esquire lowers his left hand with the baton to his side. (failure ✓✓ dept., incorrect, fast or slow ✓ dept.) With both arms hanging naturally at the sides, starts moving them away to a position over the head. While the arms are moving up, turn palms of the hands to the front and spread the fingers and thumbs of each hand. (failure ✓✓ dept., incorrect, fast or slow ✓ dept.) Fingers shall be straight, not curled. In the final position arms shall be opposite the ears, with thumbs 6 to 9 inches apart, and 6 to 9 inches above the ears. Hands shall be in an upright position; i.e., not leaning forward or backward. (failure ✓✓ dept., incorrect, fast or slow ✓ dept.) Hold the sign in this position until recognized by the completed wave of the Exalted Ruler, if needed. (failure ✓✓ dept., fast or slow ✓ dept.) In returning to the normal position, bring the arms fully extended, in an easy and natural movement to a position at the sides, turning the palms in and closing the fingers and thumbs as the arms come down. (failure ✓✓ dept., incorrect, fast or slow ✓ dept.) The hailing sign is concluded when both arms are at the Esquire's sides. (failure ✓✓ dept., incorrect, fast or slow ✓ dept.) After the completion of the hailing sign, he then returns his left arm to the proper baton carrying position. (failure ✓✓ dept., incorrect, fast or slow ✓ dept.)

IMPRESSIVENESS – 50%**THE BASIC OR FUNDAMENTAL PRINCIPLE OF IMPRESSIVENESS IS COMPLETE THOUGHT UNITS.**

Impressiveness is the ability to influence the mind or emotions by articulation. Speaking impressively is a highly creative art representing a synthesis of intellect and imagination.

The first and most important qualification of an effective and successful officer in ritual is to have the knowledge, understanding, sincerity, belief, and desire to impart his knowledge and belief to another person.

To arouse feelings, one must be intensely earnest. Pretense and insincerity rip and destroy the impressiveness of a delivery. Your listeners should feel that you are experiencing the emotional feeling of the context of your charge. Speak with contagious enthusiasm. Do nothing to dull your energy. It is magnetic. A tired officer is neither magnetic or attractive. You should radiate vitality, aliveness, alertness, and enthusiasm.

The manner in which words are spoken is almost as important as the words themselves. It is of paramount importance to think before you speak. The ability to speak correctly is closely allied with the ability to hear speech sounds correctly. Therefore, the ear must be trained to hear sounds accurately; the speech organs must be trained to make speech sounds accurately. You must cultivate sensitivity to sounds and voices and their characteristics.

INITIAL PROCEDURE:

In all probability, 90% of the officers first memorize word by word their charge, thereby disregarding the basic or fundamental principle of impressiveness which is complete thought units. We respectfully suggest that first it is imperative for you to read, study, and thoroughly analyze each complete thought unit and obtain a thorough personal understanding and knowledge of the context of your charge. You must understand and believe the words that comprise your charge. You must have the desire to share, impress and convince the listener of the true

meaning of the lesson that your charge seeks to teach. You should thoroughly understand the entire meaning and significance of each complete thought unit that is being conveyed throughout your charge, and not merely memorize a collection of words to be judged as to word accuracy. You should try to feel emotionally what the author felt when he wrote the charge. You should try to make his spirit your own and let it ring and sing through your voice. You should make your inner thought urge strong enough and you will obtain results.

Then by means of a vertical mark or any other visual designation, you may determine and visibly indicate each complete thought unit in your charge. This method is not to be an arbitrary one. It is suggested to help you understand complete thought unit relationships and the value of the pause. After this is accomplished, you should then proceed to memorize each complete thought unit of your charge.

Why this particular procedure? Basic psychology teaches us that the first impression on the mind, and subsequently implanted in the subconscious mind, is usually the most lasting. By this technique, you are visually and mentally implanting each complete thought unit in your mind and not simply each word of your charge. There are three natural laws of remembering, which are impression, association and repetition. Therefore, by this procedure, you are applying the laws of impression and association – the impression of each complete thought unit and the association of each complete thought unit. Then by constant practice, you will fulfill the third law of repetition.

After you have applied the preceding suggestions and procedures, you are prepared to apply the basic or fundamental principle of impressiveness which is complete thought units.

COMPLETE THOUGHT UNITS:

Each complete thought unit shall contain an idea expressed in words that carry a meaning (to speak in phrases that make sense). You do not speak in a single word, or even two or three words, but in a group of words. In speech, such a group of related words expressing a complete thought is called a complete thought unit. The complete thought unit must answer the question, "Have I said something?" Think what your words mean. Have clearly in mind what you wish to say. Find the words that express your ideas.

A word is an articulated sound, or series of sounds, which stands for and communicates an idea. Therefore, your charge is more than the articulation of sounds or of words. In analyzing word meanings, one must bear in mind the concept that words are merely symbols that are used to express ideas. Words do not have inherent meaning. They acquire meanings through association. To effectively convey the author's words of your charge, you must analyze and understand his words, his thoughts and his moods.

To be impressive, it is necessary to separate the sentences into complete thought units for the listeners. Each complete thought unit should be separated from every other complete thought unit so that the meaning of the sentence is not obscured. For proper complete thought units, you want to fully express the continuity of thought and meaning in a sentence where it will flow smoothly and easily. Complete thought units cannot be conveyed without a common understanding of words. Again, we emphasize the importance of carefully studying the inner meanings of the words in your charge. In order to convey complete thought units effectively and efficiently, you must analyze and understand the meaning of what you want to communicate; you must be able to project that meaning

clearly; and you must be able to evaluate the effect of your communication on your listeners. You must master the content and language of your charge with particular concentration upon the sequence of complete thought units and ideas. You must fix firmly in your mind the structure and plan of your charge. You must know how you will progress from one complete thought unit or idea into another. At the moment you say each complete thought unit or idea, you must have a full realization of the exact meaning of what you are saying. Also, you must keep in mind the kind of response you expect from your listeners.

Absentmindedness or partial comprehension will quickly reveal to the listener that you are either not very enthusiastic about your charge or not very well prepared. Your listener should feel that you are experiencing the emotional feeling of the context of your charge. Your main responsibility is to gain and to hold the attention of the listeners so completely that they will think and respond along with you. Have you ever stopped to realize that a listener hears only one word at a time and does not retain words for long after they are heard? Also, to a listener, a word is a sound. If the sound is unpleasant, it handicaps the best intended thought. Therefore the sound, the words, and the complete thought units must convey all the meaning. Spontaneity and flexibility are the essence of speech.

The following are examples of complete thought units.

“He is properly prepared / and I, as an Elk, vouch for his identity.” (2)

“Whereupon the Gods with one acclaim did vote her purest, truest, noblest of all the graces.” (1)

“The faults of our members we write upon the sand; / their virtues upon the tablets of love and memory.” (2)

“There is no such red in budding rose, in falling leaf or sparkling wine;” (1)

“For, while Justice is not vindictive, / it is exacting;” (2)

“I will report to the Exalted Ruler.” (1)

“Prosper us in this labor of love.” (1)

Judging of impressiveness shall begin when the Exalted Ruler is supposed to give the initial rap of the gavel, whether or not it is given, and concludes when the Esquire resumes his seat after seating the new member.

PAUSES:

Variety in pauses can vitalize your charge.

Proper complete thought units will determine the correct pausing. In the simplest use of the word, a pause is merely a break in the sequence of words, sometimes for emphasis, to separate complete thought units, and to provide a place for proper breath control. As a general rule, a pause within a sentence should be used only between groups of words in a series, or when there is a break in the complete thought units, or when it is desirable for emphasis. The main purposes of a pause are to indicate units of thought to the listeners, to give you an opportunity to get sufficient breath to continue, and to attain a full understanding of the next unit of thought. The careful planning of pauses and the effective use of breath will help keep pauses alive and listeners aware that something more is coming.

To give rules governing the exact length of pauses is impossible. Pauses vary with the rate of your speech, with the type of your material, and with your inherent natural and developed qualities and abilities.

There are many different kinds of pauses. Some of the most widely used varieties are as follows:

Meditative – gives the listener an opportunity to think.

Logical – which separates one complete thought unit from another.

Dramatic – the quality of being dramatic or acting.

Live pause – the listener knows that more speaking is coming even when no speaking is actually being done.

Dead pause – you pause and the listener decides you have finished although you had no intention of stopping.

Some of the most effective writers do not always punctuate according to the rules of grammar. But the fact that you cannot always rely on an author's punctuation is an argument against depending on the punctuation marks to tell you when to pause. Punctuation marks will indicate some of the places where pauses are needed, but will not show all the places where they are needed nor warn you against those that are not needed. In conversation, you do not always pause where a grammarian would place the commas. You do not look to the punctuation for your complete thought units; you look to the punctuation for the meaning; then you look to the meaning for the complete thought units.

EMPHASIS:

No set rule of emphasis on words can apply to the interpretation of the ritual by an individual officer. You must bear in mind that the interpretation of a charge in the ritual may be entirely different, when given by several officers, yet all may be equally impressive.

Emphasis is the weight or stress that is given to a word or group of words to express the meaning of the sentence or complete thought unit. Every sentence has one or more words to be emphasized. They cannot all have equal importance. In order to understand the writer's thoughts and to interpret them to others, you must study each selection to observe the method used by the author to stress words in order to emphasize some ideas and to subordinate others.

In order to avoid word wise speaking and to convey ideas accurately, it is necessary to stress words properly. It is equally important to know which words not to stress. The linguistic phrase subordinates some words and stresses others. The weakening of less vital words provides variety and helps clarify the meaning of a sentence. Decide just what you mean. Determine what impression you want your listeners to get before you mark the emphasis. Changing the emphasis does not always change the meaning entirely. It may only bring out different shades of meaning or sentiment. Special emphasis may be used to add strength or beauty. It may avoid a sing-song monotonous recital of a brilliant thought.

Note that when you casually speak your own thoughts in any conversation, you unconsciously emphasize the words that are important to you. The stronger you feel about your subject, the greater the emphasis you will place on the key words. Put this practice into use when delivering your charge. And in so doing, you will not stereotype your delivery. Each officer is an individual and, as such, should not necessarily be expected to follow the same pattern as would another officer delivering the same charge.

Do not fail to give the proper importance to key words when speaking of “our Order,” “our Flag,” “our Country,” “The United States of America,” or “the Benevolent and Protective Order of Elks.” “Our Father,” and “God” shall be spoken in a reverent manner.

However, there are instances where emphasis is placed on words in a manner which does not lead to an impressive delivery, such as the following examples:

1. “OF the United States OF America” – “UNITED STATES of AMERICA” are the key words, not the preposition “OF”, as it would normally be with any preposition.
2. “ESTEEMED Loyal Knight” – “ESTEEMED LOYAL KNIGHT” is the full title of the officer and each word is of equal importance, as it would be in any of the officers’ titles.
3. “of their HOMES and firesides” – two connecting thoughts, which are equal in importance and are entitled to equal emphasis.
4. “gentleness AND timidity” – the conjunction “and” is not the important word; “gentleness” and “timidity” are the key words in this phrase.

SINCERITY AND DIGNITY:

All charges should be delivered in a natural, dignified, and sincere manner, as in any conversation, from the heart “so to speak.” In order to do this, you must believe in and practice the principles of our Order. You must be able to present the charge with directness, sincerity and forceful vigor in order to gain the desired response. You must exhibit a genuine and sincere communication of thought, feeling and meaning. You must express the thought and feeling that will communicate to the listener exactly what you intend. You must say what you mean in a way that will hold the attention of your listeners. The charge must be instantly intelligible.

Your appearance and actions can be most effective in your delivery since seeing makes additional impressions on the listeners. A pleasing appearance, an alert posture, a friendly smile at the start and a facial expression that is consistent with your charge, all help in adding appeal and interest. It will make you appear confident and agreeable. Coaches, as well as the individual officers, should diligently strive to develop poise and confidence by bringing out your inherent natural qualities and abilities. You must practice to attain a friendly, confident manner.

A tight voice, an extremely rapid speech and a nervous cough indicate a lack of poise and confidence. You must conceal from your listeners any sign of tension and discomfort. Deep breathing will take your mind off the problem of how you sound and will give you an appearance of poise and confidence. As your self-consciousness lessens, you will feel and look better poised and more confident. After you have risen to deliver your charge, do not be in a hurry to begin. This is the hallmark of an amateur. It is advisable to take a deep breath for a moment before beginning your charge.

To be impressive, you must appear to be natural and at ease. By your manner, poise and delivery, you must capture and hold the interest of the candidate. You must cultivate a most agreeable personality. Like begets like. Therefore, there is every reason that you should make certain your attitude is such as to elicit a warm response.

You should exhibit a pleasant and friendly facial expression but not a forced grin or smirk. A good look at the candidate with a natural welcoming smile relaxes the facial and throat muscles and produces a calming and relaxing sensation. Facial expressions impress the listener and certainly, affect your tonal sounds. Your facial expressions should indicate interest and attentiveness when another officer is performing. Facial expressions should be in accordance with the nature of your material. The raising of the eyebrows or the movement of the eyes and lips may be very effective in conveying emotions. The inexperienced officer would do well to practice in front of a mirror. However, it should be noted that the use of facial mannerisms may interfere with the communication of the idea you are striving to convey if they are inappropriate or exaggerated. Pretense, affectation and insincerity rip and destroy the impressiveness of a delivery. To arouse feelings you must be intensely earnest.

How to feel at ease before an audience is a major problem for most people when they speak. "How can I get rid of stage fright?" Actually, the nervousness you feel in making a speech is quite normal. For in speaking in public, you are going to be tested, criticized and judged. The problem of feeling at ease is not to cure a disease called stage fright, but to control the tension. The control has two aspects which are to keep tension from mounting into a panic fear reaction, and to put to good use the extra energy which is normal in a stirred-up state of the body.

Arbitrarily, most of us cannot alter or change our innermost expressions and feelings which are an integral part of our personality characteristics, although we can develop and attain certain qualities by proper coaching and constant practice. The presentation of the initiatory ritual may differ very little from one officer to another, but the emotional interpretation will be influenced by the officer's feelings about the charge and will eventually determine whether or not he will be impressive or unimpressive.

SPEED:

In order to indicate both the logical and the emotional elements in meaning, speed, timing or tempo is of great importance. You should establish a normal speed in your delivery as if in a normal conversation with a friend. The normal rate for speaking in public is about 125 words per minute, although a good individual rate for you may well be somewhat above or below the average rate mentioned. It is the rate that is both comfortable for you and easy for your listeners to understand.

To emphasize a point, you may slow your delivery and return to a normal speed. Only rarely will speeding up a delivery to emphasize a point improve the impressiveness of a charge; this has a tendency to cause the slurring or running of words together. Speaking too slowly, as well as too rapidly, detracts from the presentation and the charge becomes uninteresting which in turn will affect impressiveness.

You must sense the rhythm of what you are saying. The thought and the mood will help to determine and control the rhythm. The mood of a selection may depend upon the rhythm of the author's words or sentences, and his choice of words to emphasize particular sounds. The essential rhythm of a selection cannot be separated from the dominant mood. You should feel the rhythm as you study the selection for colorful words, imaginative symbols and skillful use of sounds.

VOICE:

Human voices, like other abilities and attributes, vary greatly among individuals. Only about 5 people in every 100 have naturally pleasing and effective voices, but almost anyone can develop and cultivate effective speech.

There are probably no more accurate gauges of a person's emotional, mental and physical well being than voice and speech. It is an integral part of the total personality. Other aspects, such as dress or grooming are external, but speech is inherent. In speaking, think what you say and think very hard. Then, by this process, your brain will help control your voice. The main requisite for improving speech is the desire to improve it. A second requisite is working in a systematic fashion to improve defective sounds, faulty intonation and unpleasing voice quality.

Speech should serve as a means to an end rather than as an end in itself. Indistinctness, inaudibility or slovenliness will mar its effectiveness, while speech that is too conspicuously proper may attract attention to itself thereby interfering with communication. You must have complete control of your voice. You must reflect your feelings and thoughts. Therefore, vigorous and correct voice production requires a great deal of energy. A positive attitude toward life, self-confidence and buoyancy are needed if the voice is to be used with maximum efficiency.

The ability to speak correctly is closely allied with the ability to hear speech sounds correctly. The three fundamental principles of good voice production are correct BREATH CONTROL, RESONANCE and RELAXATION.

BREATH CONTROL:

During normal quiet breathing, inhalation and exhalation occur, unconsciously and rhythmically, approximately 14 to 16 times per minute. During speech, inhalations are shorter in duration and occur during pauses between complete thought units. Deep diaphragmatic breathing is the very foundation and motivating power of your voice. It is the raw material out of which your words are fashioned. Without it under intelligent control, nothing can be accomplished. High chest breathing with shoulder movement interferes with the supply of air and causes tension in the neck and throat. Proper control of exhalation is essential for the most effective production of the voice.

RESONANCE:

The vibration of the vocal cords results in the vibration of air in the cavities of the throat, mouth and nose, which are the resonating cavities. Effective use of these resonators depends upon a reasonable amount of relaxation of related muscles. Resonance increases the volume of the voice and is a major factor in determining voice quality. Also, muscular action controls the position and tension of the vocal cords as well as the resonating cavities which, in turn, influences the pitch, volume and quality of the voice.

RELAXATION:

Conscious control of speech muscles is possible. You can become aware of the relative amount of tension or relaxation of the throat muscles. Also, you can deliberately move the lower jaw, lips and tongue into the proper positions for making the speech sounds. Without relaxation, the body cannot be well coordinated nor the voice free and vibrant. Posture is a basic factor in relaxation. Good posture is a requisite for health as well as for effective voice.

Nervous tension manifests itself by tightening the muscles of the throat, stiffening the jaw and lips, and preventing agility of the tongue. This produces thin, breathy, harsh and unpleasant tones. Tones that will not carry. Relaxation of the jaw and throat, opening your mouth, extending your lips and keeping your tongue moving actively will produce a distinct, clear, deep, pleasant, rich, strong, vibrant and resonant voice.

You must have complete control of your voice. Proper changes of pitch, inflection, volume, quality of tone and speech will arouse attention and sustain interest. If you do not know what your voice sounds like, then become acquainted by listening to your charge on a tape or the bent ear technique. Your voice must reflect your feelings and thoughts and therefore, does not distract attention from what you are trying to communicate. If you cannot control your voice, then all of the other thoughts, emotions, facial expressions, rhythm and pronunciation may never realize their full potential.

VOLUME:

Volume refers to the power, that is the general or average loudness of the voice, and depends upon controlling the outgoing breath. Impressive and effective speech utilizes the changing of the volume.

Not only should the volume be adequate at the beginning of a complete thought unit, but also it should be sustained to the end of a complete thought unit. The voice should be well modulated, yet loud enough to be heard in all parts of the room. Intrinsic factors, as the size of the room, the number of persons in the room and the acoustics, determines the volume of the speaker.

You should always remember that one who speaks too loudly, generally, cannot raise his voice much to gain effect; and conversely, when one speaks in a low tone, one has little chance to impress by the softening of the voice. Too loud a tone may jar on the ear of the listeners, distracting their attention; too low a tone may cause them to lose much of the content.

PITCH (MODULATION):

Your voice has its own natural pitch. It may be low or high. Do not try to change it. Only small variations in pitch are needed for good speaking. Pitch is that quality of the voice that spots it in the musical scale. So speak in the tone that is natural, comfortable and easy, thereby, varying up and down from that normal key.

Changes in pitch are of great importance in conveying ideas as well as emotions. Interpret the mood and feeling of the words and project your emotions. To cultivate modulation, practice and establish the habit of tonal variety.

While there is a dominant pitch in every voice, there is also sufficient range in each voice so that adaptations may be made depending upon the material to be spoken. The glide of a voice from one pitch to another, intonation (tune or melody of a language), is an important factor in communication. The lack of variation in pitch (modulation) results in a monotonous tone. Monotony is the enemy of all speakers. This is caused by continually running sentences downhill, by constantly dropping the voice on commas or pauses, by merely reciting, by lack of expression in key words, or by failure by voice inflection to distinguish between opposing thoughts in the same complete thought unit, sentence or paragraph.

QUALITY or TIMBRE:

Quality is said to be the character of a tone (clear, shrill, resonant, nasal, harsh or blatant). It is the voice characteristic that is most important in affecting attitudes and emotions. It is the voice quality as to the audible sound of inner feelings and emotions.

The quality of the voice must match the essential mood of the material. Word meaning may be conveyed by the context and also by the tone, quality and inflection of your voice. When you understand your charge and are prepared, your voice will reflect confidence.

SPIRIT and ENTHUSIASM:

By exhibiting a dynamic, forceful enthusiasm and persuasiveness to your delivery, you can be very impressive and convincing. Therefore, speak with contagious enthusiasm and pronounced vigor. Your spirit and enthusiasm shining through your eyes, radiating through your voice and proclaiming itself through your manner, will communicate itself to your observers. Your impressiveness, personality and eloquence of speech is in the tone of your voice, in your eyes and in the air of your speech as much as in the choice of words. Your faith power can and will work wonders. No one ever mastered any skill or attained a worthwhile accomplishment or goal except through intensive, persistent and intelligent practice. Without question, you must impress and convince yourself before you attempt to impress and convince others. You must believe in yourself. You must have a profound faith in your abilities. You should utilize the majestic power of positive thinking.

OBLIGATION

The obligation shall be broken into meaningful phrases of words that would be very easy for a previously uninformed candidate to repeat and still be impressive to the listener.

As an example, “the name of a member asking / or receiving aid / or relief from the Order”, breaks up connecting thoughts and is poor phrasing. Breaking on a preposition, such as “I will never apply to / the courts for redress” is poor phrasing.

For each instance of unimpressiveness, due to the improper phrasing of the obligation, the Exalted Ruler shall be given one (✓) check mark, only, under impressiveness.

Do not let the obligation become rhythmical. You have positives and negatives to work on. Use a pleasant and friendly manner.

For each violation committed, the Exalted Ruler shall receive one (✓) check mark, only, under impressiveness.

GESTURES

Officers shall never gesture to objects behind the candidate’s back. Also, it is improper for an officer delivering a charge to gesture with his head toward another officer or object. The one exception is the Inner Guard’s indication to the Esquire that the lodge is ready to receive the candidate.

While there are no other rules against the use of gestures by an officer, their use should be governed by common sense. The place, manner and number of gestures used are left to the discretion of the individual officer and coach.

When gestures are used, they must be given naturally and with proper poise. Therefore, you should expect any gesture to give the appearance of a natural, unrehearsed act, not an apparent studied movement. Gestures are not a thing to be put on at will, which would appear mechanical. They are merely an outward expression of an inward conditioned feeling such as laughter. A general rule to observe in connection with gestures is to use them only when they grow out of the material and when you feel at ease in using them. If you are self-conscious about using gestures, you will cease to communicate effectively and your listeners will immediately sense this break in your trend of thought.

For each instance of an unimpressive gesture, the officer shall be given one (✓) check mark, only, under impressiveness.

EXALTED RULER AIDS

1. Speak clearly; you have the opportunity of testing your voice in speaking to the chairman.
2. Address the lodge in a firm, but sincere tone.
3. In addressing the Inner Guard or the Esquire (except for dialogue with the Esquire), remember that you are issuing instructions and your voice should carry authority in a firm, but not a harsh manner.
4. Never drop key words, such as: GOD – HOLY BIBLE – ELKS – UNITED STATES of AMERICA – OUR ORDER – BENEVOLENT and PROTECTIVE ORDER of ELKS – FLAG, etc.
5. The Eleven O'Clock toast should be set apart by warmth and sincerity and in a different tone and manner than the obligation.
6. Do not use a threatening tone upon clenching the fist, but be firm and positive.
7. Welcome the new member for final instructions with sincere warmth and with a smile, not a forced grin, to indicate that you are really happy that he has taken the step in becoming a member of the greatest fraternal Order in the world.

ESQUIRE AIDS

1. You are the lieutenant running the show; act accordingly.
2. From your chair to the Altar to the door should determine your walking speed, with or without the candidate.
3. While outside the door, stand close enough for your voice to be heard clearly. It may be necessary to speak in a somewhat louder tone than normal in order for the judges and word judges to hear clearly in all parts of the room. Do not return the nod of the head to the Inner Guard.
4. While escorting the candidate, hold his left wrist or arm firmly, but gently; always lead him, do not let him lead you; keep your eyes straight ahead, except when an officer speaks.
5. The Esquire must bear in mind that he does not have a story to tell, but is giving instructions in the delivery of his charge. His explanations should be given clearly and deliberately so that they are readily understood. As each instruction is distinct, it is advisable to pause slightly longer at the end of each paragraph (instruction), than at the end of each sentence within the paragraph.

6. Remember, as Esquire, when you are performing in the dialogue with the Exalted Ruler, it is your best opportunity to demonstrate an impressive delivery by your expression and enthusiasm in what you are saying.
7. Be pleasant, but remember that the candidate is a new member, not a date, so no forced grin. Be firm in speaking to each officer, but polite; you are not beseeching him to rise, or asking him a question, but firmly and respectfully informing him that you are there with a new member for further instructions.
8. Do not shake hands with the new member after he is seated.
9. Remember at all times that you are the Esquire and that you are in complete command of the situation on the floor.

ESTEEMED LEADING KNIGHT AIDS

1. You begin by telling the new member that Charity is the greatest of all virtues; do not lose it.
2. You have eleven paragraphs with seven telling a story; make it that way.
3. You tell what Elks do; you demonstrate with a story; you sum up in the last paragraph; it's this or you have lost your opportunity. Different tones and speeds should be used: (example) the opening; the beginning of the legend; Charity speaking within the legend; back to the legend; the summation. Finally, your instructions to the Esquire should be given in a completely different tone of voice.
4. Every word which modifies Charity is a key word. Other key words are, as an example: WEALTH – RICHES – GREED – AVARICE – PEACE – WAR – JUSTICE – MERCY – RIGHT – FAITH – DOUBT – HOPE – FEAR – HIGH OLYMPUS – RESPLENDENT – PROUDLY – SOFT – MILD – and many more.
5. In addressing the Esquire, remember you are issuing instructions and your voice should carry authority in a firm, but not a harsh manner.
6. Let everyone know that you have had chair experience; be poised and confident.
7. You are next year's Exalted Ruler; show it.

ESTEEMED LOYAL KNIGHT AIDS

1. Part should be said in a pleasant manner; do not talk severely.
2. Remember that your motto is Justice, but the emblem of your station is the Bible.
3. Practice key words, such as: SOLEMN OBLIGATION – BIBLE – JUSTICE – DUTY – ELKS – OBEDIENCE – OUR ORDER – CHERISHED RIGHTS – PRIVILEGES – AUTHORITY, etc.
4. You are giving facts, but to a new member.
5. A distinct change of tone can be made between the first and second paragraphs. This is the one real opportunity for a Loyal Knight to do something beside merely giving out facts. The first paragraph indicates definite things expected and required of an Elk; the final paragraph indicates the right, privileges, and advantages of being an Elk. Make good use of this opportunity for a change in voice and tone.
6. In addressing the Esquire, remember you are issuing instructions and your voice should carry authority in a firm, but not a harsh manner.

ESTEEMED LECTURING KNIGHT AIDS

1. Really welcome the new member with a smile, not a forced grin; let him know that your station represents Brotherly Love.
2. There are five distinct thoughts in your charge; know their meaning fully. Each provides an opportunity to use varied tones, inflections, and speeds to illustrate the thoughts you are expressing. There is the welcoming of a new member; the description of the symbol of our Order; then into the foundation and groundwork of our Order, the Golden Rule; the illustrations of the opportunities offered us; and finally, the instructions to the Esquire to proceed to the next station.
3. Practice key words, such as: OUR ORDER – GENTLENESS – TIMIDITY – GOLDEN RULE – ALL MANKIND – BROTHERS – VIRTUES – LOVE – MEMORY – KINDNESS – GOOD – COMFORT – etc.
4. In addressing the Esquire, remember you are issuing instructions and your voice should carry authority in a firm, but not a harsh manner.

CHAPLAIN AIDS

1. Always address chair in the same position, either ready to sit or to turn with the Exalted Ruler.
2. Prayer should be very deliberate; speed is an enemy; a prayer is prayed, not repeated; reverence and sincerity is a must. In your prayer, you should address – “our . . . heaven”; make a statement – “We . . . thy children”; then request – “Prosper us”; then beseech – “in all our endeavors.”
3. The intent of the entire prayer can be lost without proper presentation of key words, either by speed, enunciation, or tone, or a combination of all.
4. Movements up and back should be made without strain, no waddling, shuffling, or unnecessary leaning forward or backward.

INNER GUARD AIDS

1. Always step forward two paces from the chair or the door when you address or are addressed by the Exalted Ruler, and turn to look at the Exalted Ruler.
2. Your words require much practice as you have little to say, so you must make the best of it in a short time. Remember that as Inner Guard, you are speaking away from the lodge room into an anteroom, so it may be necessary to speak in somewhat a louder tone than normal in order to be heard distinctly by all the judges and word judges.
3. Bear in mind that all eyes are upon you while you are performing. Make all movements in a firm and decisive manner, each action or movement shall be completed before another begins, indicating to all that you definitely know what you are doing, and without a question that you are in command of the station. Be firm, but polite, in speaking to the Exalted Ruler and the Esquire; you are not beseeching the Exalted Ruler to rise, but firmly and respectfully informing him that the Esquire requests admission for the purpose of initiating the candidate; you convey the Exalted Ruler’s request for the Esquire to enter in a pleasant, pleased manner.

ELKS RITUAL OF INITIATION IN CONTEST FORM

* Denotes omission of part of the ritual which should be said by the officers, or a rap(s) of the gavel.

Narrator: These are the procedures of the initiatory ritual of the BPOE. They are to be used for instructional purposes under the most careful supervision, maintaining all the confidential nature of this beautiful ceremony. It is presented in contest form.

Chairman: The contest chairman shall announce to the spectators prior to the entrance of a team:

Are the judges ready?

We are about to witness the exemplification of the Initiatory Ritual by _____ Lodge # _____. We ask you to cooperate with them so they may perform without distraction.

It shall be necessary for you to keep your seats at all times, all electronic devices are to be removed from the Contest Room, you will refrain from smoking, cease all conversation, and conduct yourself as not to disturb the contestants.

You shall pay no attention to the raps of the gavel, repeat no part of the ritual, or otherwise participate in the ceremony. There shall be no prompting by anyone as this could result in disqualification of the team.

No one shall be permitted to enter or leave the contest room while the team is performing, no tape recorders are permitted, no note taking or writing is permitted, and there shall be no rituals in the room except those in the hands of the Word Judges and the Contest Chairman.

In fairness to the team, please place all cameras, papers, hats, or anything else that you are carrying on the floor to avoid noise or confusion. Again, any hand held electronic device must be removed from the Contest Room.

There shall be no applause until the competing team has been dismissed by the chairman and has begun to disassemble.

Chairman: “Contest Tiler, please inform _____ Lodge # _____ that they may enter when ready, inspect their stations if they desire and assemble before the Altar.” (Officers may check chairs, stations, seat for the candidate, Flag, and gavels, and then orderly assemble before the Altar with the Exalted Ruler centered approximately two paces in front center of the Altar. When the team has assembled before the Altar and indicated they are ready, the chairman continues:)

Chairman: “Exalted Ruler _____, are these the duly elected, appointed, and installed officers of _____ Lodge # _____ for the fraternal year?”

- Exalted Ruler:** Answers.
- Chairman:** “Are there any changes to the roster submitted for this contest?”
- Exalted Ruler:** Answers. (If affirmative, Chairman asks: “Is/Are the substitution(s) from your Lodge?” Exalted Ruler: Answers). If there is/are sub(s) ask if the sub is a repeat.
- Chairman:** “The judges will please note the substitution(s).” “You may begin the contest.”
- Exalted Ruler:** May answer or not.
- Narrator:** The officers then proceed in an orderly manner to their respective stations and are seated with the head in a normal position, straight ahead. It is not required that the officers arrive at their stations in unison. No rap shall be given to seat the officers. After a very short pause, the Exalted Ruler rises, steps forward one pace to a normal position at the station, picks up the gavel with either hand, gives one (*) rap of the gavel (failure ✓✓ dept.) All officers shall indicate attention to the Exalted Ruler in unison upon the initial rap of the gavel. (failure ✓✓, incorrect ✓ dept.), If the Exalted Ruler fails to give the initial rap of the gavel, all officers shall indicate attention to the Exalted Ruler on the first word spoken. (failure ✓✓ dept., incorrect ✓ dept.), lays the gavel on the station quietly (incorrect ✓ dept.), looks straight ahead (failure ✓✓ dept.), then he looks at the Esquire, (with a definite head movement, indecisive ✓ dept.) and says: [Rap(s) of the gavel shall be firmly given and evenly spaced, using a natural and dignified movement of the forearm and wrist, (incorrect ✓ dept.). It is natural and permissible to look at the gavel while picking up, laying down, or rapping. All officers shall turn their heads in unison (failure ✓✓, incorrect ✓ dept.), to the extent necessary to look at the performing officer not to exceed 45 degrees (failure ✓✓, incorrect ✓ dept.). During the entire procedure, the various officers shall give their attention to the officer who is performing (failure ✓✓ dept.). When no officer is performing, each officer shall look straight ahead (failure ✓✓ dept.). The turning of the heads by officers to indicate attention shall be a definite head movement (if necessary), (failure ✓✓ dept.)].
- Exalted Ruler:** “Lodge Esquire,” pauses.
- Narrator:** The Esquire turns his head to a normal position, straight ahead (failure ✓✓ dept.), rises, steps forward one pace (failure ✓✓ dept.), makes a left turn without stopping (failure ✓✓ dept.), then turns his head and looks at the Exalted Ruler (failure ✓✓, sloppy or indecisive ✓ dept.) for each movement). The Exalted Ruler continues when the Esquire is in the proper position with head turned to the Exalted Ruler. Exalted Ruler too fast (✓ dept.).

Exalted Ruler:

“you will retire * * * * * .”

All officers shall direct their attention in unison to the Esquire (failure ✓✓, incorrect ✓ dept.) as the Esquire turns his head to a normal position, straight ahead (failure ✓✓ dept.) and then proceeds in an orderly manner to a spot directly in front of the Altar and approximately one pace away from it (failure ✓✓ dept.). Esquire may also approach the Altar two paces away from front center and then step up one pace for the hailing sign – if this is done, he must also step back a pace (failure ✓✓ dept.) before going to the door. He faces the Exalted Ruler and salutes him with the hailing sign (refer to pages 25 & 68 for correct hailing sign). The Exalted Ruler answers with the wave of the hand (refer to pages 24 & 68 for correct wave of the hand) only at the top of the salute (before ✓ dept.). [The Esquire shall hold the hailing sign until the Exalted Ruler returns his hand down to his side (before ✓ dept.). He shall not turn until the left hand is returned to the position used to carry the baton (before ✓ dept.)] The Esquire now proceeds in a direct and orderly manner to the door (incorrect ✓ dept.). [From the Esquire’s station to the altar to the door shall determine his walking speed, with or without the candidate (fast or slow ✓ dept.).] At the conclusion of the Esquire’s hailing sign (as both the Esquire’s hands reach his side), the Inner Guard looks straight ahead (failure ✓✓ dept.), rises (failure ✓✓ dept.) (fast or slow ✓ dept.), approaches the door in a direct and orderly manner (failure ✓✓ dept.) (incorrect ✓ dept.), and opens it in time for the exit of the Esquire (failure ✓✓ dept.) (slow ✓ dept. – very severe ✓ imp.). [The Inner Guard shall be attentive to the exit of the Esquire. (Failure ✓✓ dept.)] When the Esquire has passed through the door, the Inner Guard closes the door and returns to his station in a direct and orderly manner (incorrect ✓ dept.) and is seated. All the officers now direct their attention to the Exalted Ruler (failure ✓✓, slow ✓ dept.). (The Inner Guard shall face the door, and stop completely (incorrect ✓ dept.) before reaching for the door. The same is true in closing the door; hands shall be at his sides (incorrect ✓ dept.) before he turns (failure ✓✓ dept.) to return to his station. (sloppy or indecisive ✓ dept. for each movement.) The Exalted Ruler now gives three (***) raps of the gavel (failure ✓✓ dept.), lays the gavel on the station quietly (incorrect ✓ dept.) All officers rise in unison (failure ✓✓, slow or fast ✓ dept.), continuing to look at the Exalted Ruler (failure ✓✓ dept.).

Exalted Ruler:

The Exalted Ruler while glancing around the room (failure ✓✓ dept., indecisive ✓ dept.) “We are about * * * * * .”

Narrator: The Inner Guard closes the door, turns in an orderly manner (failure ✓✓ dept., militaristic ✓ dept. & ✓ imp.) (this turning movement shall not be considered a step), and in a continuous movement takes two paces directly forward from the door (failure ✓✓ dept.), turns (failure ✓✓ dept.) to face the Exalted Ruler (failure ✓✓ dept.), and says:

Inner Guard: “Exalted Ruler,” pauses.

Narrator: The Exalted Ruler rises, continuing to look at the Inner Guard (failure ✓✓ dept.), and steps forward one pace (failure ✓✓ dept.), to a normal position at the station. The Inner Guard continues when the Exalted Ruler is in proper position (fast ✓ dept.).

Inner Guard: “the Esquire seeks * * * * *

Exalted Ruler: “If he is properly prepared and vouched for, admit him.”

Narrator: The Exalted Ruler now gives two (**) raps of the gavel (failure ✓✓ dept.). All seated officers rise in unison (failure ✓✓, slow or fast ✓ dept.), continuing to look at the Inner Guard (failure ✓✓ dept.). While the officers are rising the Exalted Ruler shall lay the gavel on the station quietly (incorrect ✓ dept.), and then step back one pace (failure ✓✓, slow ✓ dept.). Only after the officers have risen, and the Exalted Ruler has stepped back, shall the Inner Guard proceed in a direct and orderly manner to the door (incorrect ✓ dept.), being certain that the door is completely open and his hands are at his side (incorrect ✓ dept.), before speaking to the Esquire and says: “The Exalted Ruler bids you enter.” He shall then step out of the path and allow them to enter. It is also proper for the Inner Guard to step out of the path of the Esquire, and then bid the Esquire and the candidate to enter. This is left to the discretion of the team. The Inner Guard shall be attentive to the entrance of the candidate and the Esquire (failure ✓✓ dept.). The Esquire shall then enter the room escorting the candidate. (It is permissible for the candidate and the Esquire to enter the Lodge room separately, stop, obtain proper position and then continue.) He shall be on the left of the candidate, holding the left wrist or arm of the candidate with his own right hand, and keeping their forearms about parallel with the floor, with the elbows together (failure ✓✓ dept.). The Esquire and the candidate shall proceed in step (failure of Esq. ✓✓ dept.).

As soon as the Esquire and the candidate have entered the room, the Inner Guard shall close the door (failure ✓✓ dept.) (sloppy ✓ dept. Inner Guard), return to his station in a most direct and orderly manner (incorrect ✓ dept.), remain standing, then look at the Esquire (failure ✓✓, slow ✓ dept.). The Esquire conducts the candidate first past the station of the Loyal Knight, if feasible, and approximately two paces away from it (failure ✓✓ dept.). Due to the location of the inner door, it could necessitate the Esquire conducting the candidate first past the station of the Leading Knight and approximately two paces away from it (failure ✓✓ dept.). However, the Leading Knight shall not deliver his initial charge nor shall the Esquire look at the Leading Knight (if so ✓✓ dept.). The Loyal Knight delivers his initial charge as the Esquire and the candidate approach his station, while looking the candidate in the face, not after they pass the center of the station (failure ✓✓ dept., ✓ imp.). The Esquire shall look at the Loyal Knight as he delivers his charge (failure ✓✓ dept.). (NOTE: All officers shall direct their attention to the Esquire and the candidate as they proceed around the room (failure ✓✓ dept.) The chair officers shall not step forward to deliver their initial charge (if so ✓✓ dept.). The candidate shall be the approximate required paces from the station, the first step of the station or platform, or other unavoidable constructed interferences.

Loyal Knight:

“Be Just to your fellow man.”

Narrator:

They next pass the station of the Exalted Ruler, approximately four paces away from it (failure ✓✓ dept.), and then pass the station of the Lecturing Knight, approximately two paces away from it (failure ✓✓ dept.). The Lecturing Knight delivers his initial charge as the Esquire and the candidate approach his station, while looking the candidate in the face, not after they pass the center of the station (failure ✓✓ dept., ✓ imp.). The Esquire shall look at the Lecturing Knight as he delivers his charge (failure ✓✓ dept.).

Lecturing Knight:

“Ever practice Brotherly Love.”

Narrator:

They then proceed past the station of the Leading Knight, approximately two paces away from it (failure ✓✓ dept.). The Leading Knight delivers his initial charge as the Esquire and the candidate approach his station, while looking the candidate in the face, not after they pass the center of the station (failure ✓✓ dept., ✓ imp.). The Esquire shall look at the Leading Knight as he delivers his charge (failure ✓✓ dept.).

Leading Knight: “Be Charitable to all mankind.”

Narrator: They now proceed to a position in front center of the Altar, by taking the same route as if to pass the Loyal Knight’s station (failure ✓✓ dept.) and turning to the Altar (failure ✓✓ dept.). The Esquire shall conduct the candidate in a direct and orderly manner (incorrect ✓ dept.) to a position in front center of the Altar one pace away (failure ✓✓ dept.). He releases the candidate’s left wrist or arm, looks at the Exalted Ruler (failure ✓✓ dept.) and says, “Exalted Ruler, I present the candidate.” The Esquire then steps back one pace (failure ✓✓ dept.) continuing to look at the Exalted Ruler (failure ✓✓ dept.). All other officers now direct their attention to the Exalted Ruler (failure ✓✓, slow or fast ✓ dept.). The Exalted Ruler now looks at the candidate (indecisive ✓ dept.), steps forward one pace (failure ✓✓ dept.) to a normal position at the station, and addresses him.

Exalted Ruler: “(Full name of the candidate), you have been * * * * *.”

Candidate: “I am.”

Exalted Ruler: “Do you believe in God?”

Candidate: “I do.”

Narrator: After giving three (***) raps of the gavel (failure or incorrect ✓✓ dept.), Exalted Ruler lays the gavel on the station quietly (incorrect ✓ dept.), the Exalted Ruler and the Chaplain shall proceed in step in a direct (failure in step ✓✓ dept. Chaplain) (failure in a direct and orderly manner ✓✓ dept. each Exalted Ruler and Chaplain), to their positions at the Altar. In approaching the Altar, the Exalted Ruler shall leave his station by turning right (failure ✓✓ dept.). He and the Chaplain shall proceed, in step, in an orderly manner, to their positions approximately three paces away from the Altar (failure ✓✓ dept.). The Exalted Ruler shall be on the right, the Chaplain on the left, equal distance from the center of the Altar. All other officers watch the Exalted Ruler during the approach (failure ✓✓ dept.). Upon proper position before the Altar, the Chaplain shall then direct his attention to the Exalted Ruler (failure ✓✓, slow ✓ dept.). The Exalted Ruler continuing to look straight ahead (failure ✓✓ dept.) says:

Exalted Ruler: “The Chaplain will lead us in prayer.”

Narrator: All officers now direct their attention to the Chaplain as the Chaplain directs his attention toward the Altar (failure ✓✓, slow or fast ✓ dept.). The Chaplain steps forward two paces obliquely to the right (failure ✓✓ dept.), to a point approximately one pace away from the center of the Altar (failure ✓✓ dept.). All officers shall bow their heads in unison (including the Chaplain) (failure – bow ✓✓, unison ✓ dept.). However, the Chaplain may then assume any position of prayer but this shall be the result of a studied attempt to do so, and not a lapse of memory in being different from the rest of the officers. The Esquire’s baton arm is excepted.

Chaplain: “Our Father * * * * * .”

Narrator: After the Chaplain says “Amen,” all the other officers shall repeat “Amen” in unison (the officer(s) not in unison ✓ dept., failure ✓✓ dept.). (The Chaplain shall not repeat “Amen.”)

Narrator: After the prayer, all officers shall raise their heads in unison (failure to raise head ✓✓, unison ✓ dept.) directing their attention to the Chaplain. The Chaplain then steps back two paces obliquely to the left (failure ✓✓ dept.), to his former position parallel to the Exalted Ruler (failure ✓✓ dept.) and then all officers, including Chaplain, direct their attention to the Exalted Ruler.

Exalted Ruler: “Lodge Esquire,” pauses.

Narrator: The Esquire steps forward one pace (failure ✓✓ dept.). The Exalted Ruler continues when the Esquire is in proper position (E.R. too fast ✓ dept.).

Exalted Ruler: “place the candidate in position * * * * * .”

Narrator: The Esquire looks straight ahead, all officers direct their attention to the Esquire (failure ✓✓, slow ✓ dept.). The Esquire moves backward, left foot first, then right foot to the right one pace directly behind the candidate to place the candidate in position. There shall be no stopping between steps by the Esquire (failure ✓✓ dept.). While the Esquire is moving backward, the Exalted Ruler simultaneously steps forward two paces obliquely to the left (failure ✓✓ dept.) to a point approximately one pace away from the center of the Altar (failure ✓✓ dept.). These steps must be in continuous motion and in unison with the movements of the Esquire (failure ✓✓ dept.). When he is in position, the Esquire then reaches forward (baton arm is not lowered to side, if so ✓✓

dept.) and places the candidate in position to assume the obligation raising both arms at the same time (failure ✓✓ dept.). After placing the candidate in position, the Esquire returns his own hands into proper position (indecisive ✓ dept.), steps one pace to the left (failure ✓✓ dept.; sloppy or indecisive ✓ dept.) and steps forward one pace, in a continuous move (failure ✓✓ dept.; sloppy or indecisive ✓ dept.) to a position beside the candidate, then looks at the Exalted Ruler (failure ✓✓ dept.) and says:

Esquire:

“Exalted Ruler, the candidate is in position.”

Narrator:

The Esquire then steps back one pace (failure ✓✓ dept.) continuing to look at the Exalted Ruler (failure ✓✓ dept.). All other officers then direct their attention to the Exalted Ruler (failure ✓✓ dept., slow ✓ dept.).

Exalted Ruler:

While glancing around the room (failure ✓✓ dept., indecisive ✓ dept.), says: “Please, be attentive while I am administering the Obligation.” The Exalted Ruler now looks at the candidate (failure ✓✓ dept.) and says: “The candidate will say, “I,” pronounce his name in full, and repeat after me.”

Narrator:

The Exalted Ruler then gives the Obligation. The Exalted Ruler shall not repeat his own name after the word, “I.” During the Obligation, all officers shall direct their attention to the Exalted Ruler (failure ✓✓ dept.). The candidate shall repeat each phrase after the Exalted Ruler.

Exalted Ruler:

“I, _____, in the presence of God * * * * * .”

Candidate:

“I, _____, in the presence of God * * * * * .”

Exalted Ruler:

“ * * * * * of the United States of America.”

Candidate:

“ * * * * * of the United States of America.”

Exalted Ruler:

“Amen.”

Candidate:

“Amen.”

All Seven Officers:

“Amen.” (the officer(s) not in unison ✓, failure ✓✓ dept.).

Narrator:

The Exalted Ruler then looks at the Esquire (failure ✓✓ dept.) and says “At Ease.” As all other officers direct their attention in unison to the Esquire (failure ✓✓, slow ✓ dept.). The Esquire then looks straight ahead (failure ✓✓ dept.), the Exalted Ruler steps back one pace in unison with the Esquire, as the Esquire steps to the right directly behind the new member (failure ✓✓, slow ✓ dept.). He then

reaches forward (baton arm is not lowered to side, if so ✓✓ dept.), and lowers both arms of the new member at the same time (failure ✓✓ dept.). The Esquire now returns his own hands into proper position (indecisive ✓ dept.), steps one pace to the left (failure ✓✓ dept.; sloppy or indecisive ✓ dept.) and steps forward one pace, in a continuous move (failure ✓✓ dept.; sloppy or indecisive ✓ dept.) to a position beside the new member, grasps the new member's left wrist or arm in his right hand, and together they step back one pace (failure ✓✓ dept.). The Esquire then lowers the new member's left wrist or arm and lowers his right arm at the same time. Then the attention (heads and eyes) of all officers shall be directed straight ahead (failure ✓✓, slow ✓ dept.). (Chimes shall be started by the chairman after the new member has been stepped back one pace and his arm lowered.) The Esquire then says most impressively:

Esquire: "It is the Hour of Recollection."

Narrator: The Esquire is performing – all officers shall direct their attention to him (failure ✓✓, slow ✓ dept.).

Narrator: The Esquire then steps back one pace (failure ✓✓ dept.). The attention of all officers shall return to the Exalted Ruler, (failure ✓✓, slow ✓ dept.). The Exalted Ruler now gives the Eleven O'Clock toast. At the conclusion of the toast, there is a perceptible pause (failure ✓✓ dept.). Then the Exalted Ruler while glancing around the room (failure ✓✓ dept., indecisive ✓ dept.), says:

Exalted Ruler: "For the instruction * * * * *"

Narrator: All officers extend their right hand arm in unison (failure ✓✓, slow or fast ✓ dept.) upon the completion of the words, "renewal of your obligation" (failure ✓✓, fast or slow ✓ dept.), toward the new member (failure ✓✓ dept.) and look at him (failure ✓✓ dept.). (See instructions, pages 24 and 68.) (The Loyal Knight, Lecturing Knight, Chaplain, Inner Guard, and Esquire shall make a slight body turn (not feet) toward the new member in extending the right hand (failure ✓✓ dept.). The Exalted Ruler continues:

Exalted Ruler: "This is to teach you * * * * *"

Narrator: All officers clench their right fists in unison (failure ✓✓, slow or fast ✓ dept.) upon completion of the words, "these same hands will be clenched" (failure ✓✓, fast or slow ✓ dept.). (This shall not be in a threatening manner, if so ✓ imp.)

Narrator: All officers unclench their right fists in unison (failure ✓✓, slow or fast ✓ dept.) while lowering their right hands in unison (failure ✓✓, slow or fast ✓ dept.) upon the completion of the words, “for your infidelity” (failure ✓✓, fast or slow ✓ dept.) and direct their attention in unison (failure ✓✓, slow or fast ✓ dept.) to the Exalted Ruler. The Exalted Ruler then steps back one pace obliquely to the right (failure ✓✓ dept.) to his former position parallel to the Chaplain (failure ✓✓ dept.). The Exalted Ruler and the Chaplain now make a right turn simultaneously (failure right turn ✓✓, unison ✓ dept.) and step off together, in step (failure of Chaplain ✓✓ dept.), to resume their stations in the reverse manner as they left them (failure ✓✓ dept.). After turning at his station, the Chaplain shall then direct his attention to the Exalted Ruler (slow ✓, failure ✓✓ dept.). The Exalted Ruler gives one (*) rap of the gavel (failure ✓✓ dept.), and all officers except the Esquire and the Exalted Ruler, shall be seated in unison (failure ✓✓, slow or fast ✓ dept.), continuing to look at the Exalted Ruler (failure ✓✓ dept.). While the officers are being seated, the Exalted Ruler shall lay the gavel on the station quietly (incorrect ✓ dept.), step back one pace (failure ✓✓ dept.), and address the Esquire.

Exalted Ruler: “Lodge Esquire,” pauses.

Narrator: The Esquire steps forward one pace to the side of the new member (failure ✓✓ dept.). The Exalted Ruler continues when the Esquire is in proper position (E.R. too fast ✓ dept.).

Exalted Ruler: “you will now instruct our new member in the procedures of the Order.”

Narrator: All officers’ attention shall return to the Esquire upon the completion of the words, “procedures of the Order.” (failure ✓✓, slow ✓ dept.).

Narrator: The Esquire looks straight ahead (failure ✓✓ dept.), then proceeds in an orderly manner to a position approximately one half the distance and in line between the new member and his station (failure ✓✓ dept.), turns right in an orderly manner to face the new member (failure ✓✓ dept.), and delivers his charge. The Exalted Ruler shall be seated as soon as the Esquire says the words, “The membership card,” (fast or slow ✓ dept.).

Esquire: “The membership card * * * * * .”

Esquire: “The hailing sign * * * * * .”

the rap for admission (failure ✓✓ dept.) when described by the Esquire. This rap shall be given upon the completion of the words, “and give a rap for admission” (failure ✓✓, fast or slow ✓ dept.). The Inner Guard shall then return to his station, in the most direct and orderly manner (failure ✓✓ dept.), be seated, and then look at the Esquire (failure ✓✓ dept.). The Esquire shall not wait for him to return to his seat but shall proceed with his charge.

Esquire: “The Inner Guard will open the wicket * * * * * .”

Esquire: “It will be answered by the Exalted Ruler by a wave of the hand.”

Narrator: The Esquire demonstrates the wave of the hand (refer to pages 24 & 68 for correct wave of the hand, improper ✓ dept.) without lowering the baton and shall suit the action to the words. He resumes speaking when the right hand is returned to the position at his side (before ✓ dept.). The Esquire continues:

Esquire: “You will then be seated * * * * * .”

Esquire: “For your further instruction * * * * * .”

Narrator: During the instructions, as the Esquire says, “Exalted Ruler,” the Exalted Ruler shall rise (failure ✓✓, fast or slow ✓ dept.). Then upon the completion of the words, “and myself,” the Esquire turns to face the Exalted Ruler (failure ✓✓ dept.). The Exalted Ruler simultaneously (failure ✓✓ dept.) steps one pace forward (failure ✓✓ dept.) to his normal position at the station. Then the Exalted Ruler and the Esquire proceed with the dialogue.

Exalted Ruler: “Give the hailing sign.”

Narrator: The Esquire gives the hailing sign (refer to pages 25 & 68 for correct hailing sign). The Exalted Ruler answers with the wave of the hand (refer to pages 24 & 68 for correct wave of the hand, improper ✓ dept.) only at the top of the salute (fast ✓ dept.). The Esquire shall hold the hailing sign until the Exalted Ruler returns his hand down to his side (before ✓ dept.). The Exalted Ruler shall not resume speaking until the left hand of the Esquire is returned to the position used to carry the baton (before ✓ dept.). At the conclusion of the dialogue, the Exalted Ruler steps back one pace (failure ✓✓ dept.), and the Esquire then turns (failure ✓✓, before ✓ dept.) and proceeds in a direct and orderly manner to a position by the side of the new member. Then the attention of all officers shall return to the Exalted Ruler (failure ✓✓, slow ✓ dept.).

Exalted Ruler: “Lodge Esquire, you will now conduct * * * * * .”

Narrator: The Esquire looks straight ahead (failure ✓✓ dept.), takes the new member by the left wrist or arm and they, in unison, turn left (failure ✓✓ dept.) and then proceed around the room, passing the station of the Leading Knight, and on to the station of the Loyal Knight. The Esquire looks straight ahead as they turn into the station (failure to turn ✓✓ dept.), releases the arm of the new member, then looks with a definite head movement at the Loyal Knight with the new member directly in front center of the station, and approximately two paces away from it (failure ✓✓ dept.). The Esquire addresses the Loyal Knight:

Esquire: “Esteemed Loyal Knight,” pauses.

Narrator: The Lecturing Knight sits down and the Loyal Knight rises, both continuing to look at the Esquire (failure ✓✓ dept.). This action shall be in unison, one sitting down and the other rising (not in unison ✓ dept.). The Esquire continues:

Esquire: “by direction of the Esteemed Lecturing Knight, * * * *.”

Narrator: The Esquire steps back one pace (failure ✓✓ dept.), continuing to look at the Loyal Knight (failure ✓✓ dept.). The Loyal Knight now looks at the new member (with a definite head movement, indecisive ✓ dept.), steps forward one pace (failure ✓✓ dept.), to a normal position at the station, and says:

Loyal Knight: “Upon the Altar * * * * * * * * * * * * * * * *.”

Narrator: At the completion of the charge, the Loyal Knight steps back one pace (failure ✓✓ dept.), continuing to look at the new member (failure ✓✓ dept.). Then he looks at the Esquire (with a definite head movement, indecisive ✓ dept.) and says:

Loyal Knight: “Lodge Esquire,” pauses.

Narrator: The Esquire steps forward one pace to the side of the new member (failure ✓✓ dept.), continuing to look at the Loyal Knight (failure ✓✓ dept.), and the Loyal Knight continues:

Loyal Knight: “you will now conduct * * * * * * * * * * * * * * * *.”

Narrator: The Esquire looks straight ahead (failure ✓✓ dept.), takes the new member by the left wrist or arm and they, in unison, turn left (failure ✓✓ dept.) and then proceed around the room, passing the station of the Exalted Ruler and the Lecturing Knight, and on to the station of the Leading Knight. The Esquire looks straight ahead as they turn into the station (failure to turn ✓✓ dept.), releases the arm of the

The Exalted Ruler then looks at the Flag (failure ✓✓ dept., indecisive ✓ dept.), and then raises it to a position in front of, or to the Exalted Ruler's left (failure ✓✓ dept.), with the field of stars in the upper left hand corner as seen by the new member (failure ✓✓ dept., ✓ imp.). As the Flag is being raised to its proper position by the Exalted Ruler, the other officers shall give, in a natural movement and in unison (failure ✓✓, incorrect ✓ dept.), the civilian salute to the Flag (incorrect ✓ dept.). The Exalted Ruler now continues with the tribute to the Flag. Upon the completion of the words, "sea and sky," the Exalted Ruler, at his station, shall hold the Flag, unfolded, by the upper corners in front of his chest (failure ✓✓ dept.), shall make a right turn (failure ✓✓ dept.), and proceed in an orderly manner to a position on the floor directly in front of, and one pace away from, the new member (failure ✓✓ dept.). The Exalted Ruler then continues:

Exalted Ruler: "In the name of this great Brotherhood, * * * * *

Narrator: As he says the words, "I present you with this our Flag," the Exalted Ruler steps a half pace forward with either foot (failure ✓✓ dept.), gently hands the Flag to the new member (incorrect ✓ imp.). (The Flag may be laid over the extended palm of the new member's hand, or the new member may accept the Flag by grasping it with both hands just inside the Exalted Ruler's hands. If the Flag is accidentally dropped to the floor by the Exalted Ruler (✓ imp. for dropping and ✓ imp. for picking up) and (✓✓ under dept.). Upon the completion of the words, "our Flag," all officers, including the Exalted Ruler, shall lower their hands in unison (not in unison ✓ dept.), and simultaneously, the Exalted Ruler shall step back one-half pace (failure ✓✓ dept.). The Exalted Ruler then continues:

Exalted Ruler: "Preserve it as a * * * * *

Narrator: The new member shall fold the Flag as the Exalted Ruler returns to his station, and shall hold it in his right hand.

Upon the completion of his charge, the Exalted Ruler shall make an orderly return to his station (failure ✓✓ dept.). On arriving at his station, the Exalted Ruler shall make a right turn (failure ✓✓ dept.). As he turns, all other officers shall resume their normal positions in unison, continuing to look at the Exalted Ruler (failure ✓✓, slow or fast ✓ dept.). The Exalted Ruler then continues:

Exalted Ruler: "Finally, * * * * *

Narrator: During the final charge, as the Exalted Ruler says, "may be worthy of an American citizen – one who loves his/her fellow man", at a convenient point during the above

portion of the charge, the Leading Knight shall pick up the gavel with either hand, and be in readiness to give the rap (slow ✓ dept.). Upon the completion of the words, “fellow man,” the Leading Knight shall give one (*) rap of the gavel (failure ✓✓ dept.), and then lay the gavel on the station quietly (incorrect ✓ dept.). Then, simultaneously, the Leading Knight and the Exalted Ruler step back one pace, and the Esquire steps forward one pace to the side of the new member (failure ✓✓, not in unison ✓ dept.). All the officers, with the exception of the Esquire, are then seated in unison (not in unison ✓ dept.), continuing to look at the Exalted Ruler (failure ✓✓ dept.). When seated, the attention of all officers shall return to the Esquire (slow ✓, failure ✓✓ dept.). The Esquire looks straight ahead (failure ✓✓ dept.), takes the new member by the left wrist or arm and they, in unison, turn left (failure ✓✓ dept.) and then the Esquire proceeds with the new member, in a direct and orderly manner (incorrect ✓ dept.), with the new member directly in front of the new member’s seat (failure ✓✓ dept.), and approximately one pace away from it (failure ✓✓ dept.). The Esquire releases the arm of the new member and then he is seated. (DO NOT SHAKE HANDS, ✓✓ dept., ✓ imp.). It is natural for the Esquire to look at the new member being seated. The Esquire looks straight ahead (failure ✓✓ dept.), steps back one pace (failure ✓✓, fast ✓ dept.), turns (failure ✓✓ dept.), and proceeds to his station in a direct and orderly manner (incorrect ✓ dept.), and is seated (failure ✓✓ dept.). After a slight pause, all the officers rise and proceed in an orderly manner to a position in front of the Altar.

Chairman:

At Grand Lodge, the contest chairman shall announce to the team as follows:

“Exalted Ruler _____, and officers of Lodge #____, on behalf of Grand Exalted Ruler _____, the Grand Lodge, and the Grand Lodge Ritualistic Committee, we thank you for your participation in this contest.”

“The first and second place winners of the eastern and western divisions, and the winners of individual honors shall be notified Sunday evening, and these awards shall be made at the Grand Lodge Session on Tuesday morning.”

“It is now my pleasure to present to your Lodge a certificate of achievement, and to each of you a certificate of participation in this contest.”

NOTE: It is suggested that a suitable announcement be made at district and state contests.

After the presentations, the chairman shall dismiss the team and they shall disassemble.

STATE RITUALISTIC COMMITTEES

State Associations are strongly urged to continue their excellent work in promoting district and state contests. The appointment of state and district chairmen interested in ritual work is very important.

The Grand Lodge Ritualistic Committee recommends that, in addition to a state ritualistic chairman, a district, or vice-chairman, should be appointed for each district in the state. Enough committeemen should be appointed to assist these chairmen to adequately cover all lodges in the district. All ritualistic committeemen should be selected from those genuinely interested in ritualistic work, not merely for the purpose of achieving an appointment on the state association level for some member of the local Lodge.

It is the duty of the state ritualistic committee to assist the officers of their lodges to better exemplify the ritual and to urge them to enter district and state ritualistic contests. They should emphasize to these officers the great benefits derived from their participation in the ritualistic program other than the mere winning of contests. Impressive initiations, opening and closing of lodge, special lodge and public services, and other benefits as pointed out under purpose of ritual are of primary importance to the image and success of all officers and their lodges.

It is the responsibility of the state ritualistic chairman to supervise and coordinate all ritualistic work, clinics, contests, and the selection of contest officials. District chairmen should visit and promote ritualistic work in each lodge in their district and, if necessary, assist in obtaining of a competent coach for each team.

THE GRAND LODGE COMMITTEEMAN REPRESENTING YOUR STATE SHOULD BE NOTIFIED IMMEDIATELY OF THE APPOINTMENT OF THE STATE CHAIRMAN.

The state chairman should work closely with the Grand Lodge Committeeman in all ritualistic work and endeavors.

The Grand Lodge Committeeman of your Area requests the materials and supplies through the Grand Lodge Ritualistic Chairman for his approval and the ordering from the Office of the Grand Secretary. Approximately around September 15th, all ritualistic materials and supplies will be shipped from the office of the Grand Secretary directly to the designated state ritualistic chairman. **DO NOT WAIT UNTIL JUST PRIOR TO THE CONTEST TIME.** The balance of the supplies shall be retained by the state ritualistic chairman for district and state contests.

The selection of competent judges, word judges, and computers for all district and state contests should be made by the state ritualistic committee. For statewide contests, judges can be exchanged with nearby states through recommendation of the Grand Lodge Committeeman of the Area.

INSTRUCTIONS FOR CONTEST CHAIRMAN

Everything possible should be done by the contest chairman and his committee to insure a smooth-running contest. Every aid, within the limitations of the rules, should be offered to the competing teams.

The Grand Lodge Ritualistic Area Committeeman shall preside as contest chairman for the states of his Area at the Grand Lodge contest.

The chairman of the state ritualistic committee, or some member of the committee designated by him, shall preside as contest chairmen for all official contests in the state.

The following will aid in ensuring a well organized contest:

1. The chairman shall notify each competing team well in advance of the date, place of the contest, and the time of each team's practice and contest appearance.
2. A floor plan of the contest room shall be made available to all competing teams well in advance of the contest.
3. Ice water and lemons shall be available in the ready room for competing teams.
4. Officers' chairs may be placed in any position desired by each team as long as contest rules are not violated.
5. Preparation of the contest room shall include:
 - A. Judges' chairs shall be placed in different parts of the contest room, if necessary on a raised platform, in order that the judges shall have a clear view of all competing officers. Each judge shall be provided a table, or a clipboard, to work upon. Block sufficient space around each judge so that spectators do not sit too close to him.
 - B. A work table shall be provided for each word judge. Word judges are to be stationed at each end of the contest room, preferably on opposite sides, in a location which shall not disturb the team at work. It is not necessary to sit them behind screens.
 - C. Several sharpened pencils shall be supplied each judge and word judge. Make certain that there is ample light for these officials.
 - D. Arrange for a Tiler and an Outer Door Guard who is an Elk to act throughout all contests.
 - E. The contest room shall be set up with stations and the Altar shall be set up and arranged as for a regular lodge meeting.
 - F. An extra Flag and two gavels shall be made available at the chairman's table in case some team should forget them.
 - G. A suitable chime, or bell, shall be in readiness, for the Eleven O'Clock toast.
 - H. Place Ritual and Word Accuracy Guide on the contest chairman's table.
6. Arrange for a place with privacy for the computers.
7. Review the rules and regulations governing a contest and follow them in presiding.
8. Prior to all contests, the chairman and his committee shall meet with the persons selected as judges and review with them the current rules and interpretations. If there are local ground rules, the chairman shall inform the judges. Judges shall become familiar with the contest room and with any conditions which might require local ground rules.

9. If there are local ground rules established, it is the duty of the chairman to inform each team in writing of such rules prior to the practice session.
10. The contest chairman shall review procedures in the proper marking of the word accuracy guides with the word judges prior to the contest; also the proper method of filling out the word judge's accuracy work sheets. This will help to assure accurate and consistent accounting for word errors by competing officers.
11. The chairman of the contest shall be notified in writing by five copies of any physical handicap of individual officers which may prevent proper movements. The chairman shall thereby provide one copy to each judge prior to the contest.
12. The chairman shall determine that all judges' and word judges' score sheets are properly filled out prior to the contest.
13. When the computers are through after all contests are over, they shall turn all their papers over to the contest chairman. He shall then announce the results at the proper time. If desired, results may be posted as they are compiled after each contest.
14. All judges, word judges, and computers must be strongly impressed, prior to the contest, that they are not to express at any time their views as to the merits of one team, or officer, over another.
15. The contest chairman shall provide each team with a copy of the official score sheet for that team.
16. Following the contest, the contest chairman shall check each judge's work sheet under remarks and shall advise the word judges of these errors as noted by the judges.

COACHES AND JUDGES CLINICS

The conducting of district and state wide ritualistic clinics, along with the encouraging of good rendition of the ritual in each lodge, is a most important function of the state ritualistic committee. It stimulates interest in our ritual among the officers of our lodges, and it offers the state committee the opportunity to train coaches and judges for ritualistic contests.

We strongly recommend the training of coaches in separate sessions from officers if possible. Well trained members are the most important factor in developing a good ritual team.

It is important the prospective judges be given the opportunity to experience the actual mechanics of judging. This can be accomplished by judging teams at clinics under contest rules and regulations.

To aid state committees to conduct interesting and informative clinics, the following "work sheets" are suggested:

SUGGESTED WORK SHEET FOR COACHING CLINICS:

1. Discuss coaching practices.
2. Discuss organizing and conducting ritualistic practice sessions.
3. Discuss importance of a good candidate.
4. Discuss final preparation of team for contest.
5. Accuracy:
 - A. Errors changing meaning of thought may affect impressiveness.
 - B. Penalty for addition, omitting, or transposing of words.
6. Appearance:
 - A. Uniformity of dress.
 - B. Neatness of dress.
 - C. When judged?
7. Methods used to obtain good pronunciation:
 - A. Keep control sheet for each officer until cleared of all words.
 - B. Coach make typed list of difficult to pronounce words for each officer.
 - C. Make use of a tape recorder.
 - D. Use the pronunciation guide in this manual, with Webster's New International Dictionary Third Edition – Unabridged, as the final authority.
8. Deportment:
 - A. Each officer underscore in the manual every item that affects him.
 - B. Hold deportment practices using first and last lines of parts only.
 - C. List all movements required in unison.
 - D. Explain each specific movement for each officer.
9. Impressiveness:
 - A. Stress naturalness, sincerity, and dignity for each officer.
 - B. Stress proper thought units.
 - C. Review and discuss each officer's aid.
 - D. List and discuss "specifics" in each part.
10. General discussions and questions:

SUGGESTED WORK SHEET FOR JUDGES' CLINICS:

1. Accuracy:
 - A. How errors in accuracy changing the meaning of the thought may affect impressiveness?
 - B. Failure of any officer to repeat "Amen," Chaplain's "Amen," or rap(s) by wrong officer. How noted on judge's sheet and how reported.
2. Team Appearance:
 - A. Uniformity of dress.
 - B. Neatness of dress.
 - C. When and how judged?
 - D. Unusual discrepancy. When and how judged?

3. Pronunciation:
 - A. Mispronounced words.
 - B. Slurring or running words together.
 - C. Accented syllables.
 - D. Plural for singular or vice versa.
 - E. How pronunciation may affect impressiveness.
 - F. When and how all these points are judged?
4. Deportment:
 - A. Violations or partial violations. When and how judged?
 - B. All movements – natural, dignified, not militaristic. How judged?
 - C. Movements required in unison. How judged?
 - D. Deportment affecting impressiveness. When and how judged?
5. Impressiveness:
 - A. Thought units. How judged?
 - B. Thought units.
 - C. Pauses and emphasis.
 - D. Voice: Volume – Pitch (modulation) – Quality or Timbre
 - E. Speed.
 - F. Sincerity and dignity.
 - G. Obligation.
 - H. Freezing.
 - I. Gestures.
6. Specific instructions to judges.
7. General discussion and questions.
8. Tests:
 - A. Written tests.
 - B. Team performance.
 - C. Discussion of each.

It is required that the Grand Lodge Ritualistic Committeeman of the Area be present to conduct the judges' clinics and to conduct the tests necessary for Grand Lodge judges' certification, as is required by the Grand Lodge certification procedure. Given appropriate circumstances, the clinic may be conducted by an individual designated by the Area Committeeman and/or Grand Lodge Ritualistic Committee Chairman. In any event, all tests must be graded by the Area Committeeman.

The preceding work sheets for coaching and judging clinics are very brief, allowing the clinic conductor the opportunity to introduce his own or other materials available.

INSTRUCTIONS TO JUDGES

A judge, who assumes the responsibility of judging a ritualistic team, should be thoroughly familiar with all available data from the Grand Lodge Ritualistic Committee, and he should have a very good understanding of the ritual in all

its phases. He should make every effort to attend all available officers, coaches and judges' clinics and to witness every competing team possible in contests. Unless a judge has a complete understanding of the importance of each phase of the ritual, that is, accuracy, team appearance, pronunciation, deportment and impressiveness and their relation to each other, he is not prepared to judge.

Listening is more difficult than speaking. It requires arduous and intense training of the ear and mind to become a proficient listener and judge. As a judge, you should develop a habit of an alert, varied, and discriminating listener. You should become a more critical listener as well as increasing your listening experience. You should cultivate the sensitivity of your ears in detecting shades of differences to sounds, voices and their characteristics. The ear is probably the most important organ for good articulation. Have you ever heard the speech of a person who was born deaf? This is simply because he cannot hear either what his speech should sound like or what it does sound like.

You should concentrate and listen very intently to the charge. The skill and ability of listening and judging is an active, not a passive act, and requires much concentration. You should cultivate and acquire the proper attitude to listen and judge. You should learn to utilize empathy (capacity to participate in the other person's feelings) toward the officer performing. Do not presuppose deliveries or the way you want to hear the delivery or the method in which you were instructed. Evaluate the delivery, instead of the speaker. You should not compare the delivery of one officer to that of another officer, nor should you become emotionally involved in the delivery and let yourself be distracted from doing a competent job as a judge.

The judging of team appearance, pronunciation, deportment and impressiveness shall be in accordance with the specific rules and directions as set forth in each respective phase of the ritual and the specified demerits so designed in the initiatory ritual in contest form. Judging of deportment and impressiveness shall begin when the Exalted Ruler is supposed to give the initial rap of the gavel, whether or not it is given, and concludes when the Esquire resumes his seat after seating the new member. For each instance of unimpressiveness, the penalty shall be (✓) check mark, only under impressiveness.

The comprehensive judging of each complete thought unit shall consist of the salient points so listed under impressiveness. Every complete thought unit is subject to downgrading under impressiveness. Therefore, every complete thought unit spoken in an unimpressive manner shall be given one (✓) check mark under impressiveness. Any thought unit interrupted by unnecessary pauses shall be given (✓) one check mark under impressiveness for each incomplete phrase. You should learn to listen for the main idea of the complete thought unit instead of becoming absorbed with a minor part of the officer's communication. You should listen for the true meaning of each complete thought unit. You should not presuppose what you thought it would mean. You should listen for the continuity of thought and meaning of the complete thought unit as to whether it flows smoothly and easily.

You must be prepared to accept some variances in gestures and deliveries other than those to which you have been accustomed, as long as instructions are not violated or the impressiveness of the charge adversely affected. You must have an open and flexible mind and be quick to recognize there can be new and better ways of doing things. Because something is said or done differently, it

need not be downgraded as long as the contest rules are not violated. You must be fair in your judgment and where there is doubt, the officer shall receive the benefit of the doubt. You must concentrate on the officer delivering the charge. An occasional quick glance around the room will suffice to indicate to you as to the position and attentiveness of the other officers. You must be aware of and anticipate the action required by other officers.

CONTEST SHALL BE JUDGED FROM THE VIEWPOINT OF THE CANDIDATE AND NOT BY THE PERSONAL LIKES AND DISLIKES OF THE JUDGE.

You will establish your own consistent standard of judging complete thought units based upon the intent of the ritual and a thorough knowledge and understanding of the ritualistic manual.

CONSISTENCY IN THE GRADING OF ALL OFFICERS AND TEAMS IS A PRIME REQUIREMENT OF ANY QUALIFIED JUDGE. BE CONSISTENT IN GRADING AT ALL TIMES.

Inconsistency by you will cause even the best judging system to fail and is obviously very unfair to the competing teams. If you are consistent in your judging and always fair to your opinions, then the results of your composite decisions will be ultimately just and right.

Under the Grand Lodge judging system, each team is considered 100% when it enters the lodge room and is to be marked down according to the mistakes it makes. Each mistake, whether in department, pronunciation, impressiveness or team appearance, must be marked at the time of the occurrence by the judges.

Use ONLY check symbol (✓) in marking. Keep check marks in groups of five (✓✓✓✓✓) to assist the computers. If a check symbol is placed in the wrong category or charged to the wrong officer, DO NOT ERASE IT, but circle and initial it, then place the check symbol in the correct category or charge to the proper officer; computers shall not count circled and initialed symbols.

Whenever an officer forgets his part and freezes, impressiveness shall be downgraded, the extent of which will be dependent upon the length of time he freezes. The instant it becomes apparent that an officer freezes, the judge shall give one check mark (✓), only under impressiveness and continue by a cadence of count of 1001, 1002, 1003 then one check mark (✓) under impressiveness until the officer resumes.

Upon receiving the judging work sheet by the contest chairman, each judge shall enter, where designated, his current certified card number.

When substitution(s) are designated by the Exalted Ruler, the judge shall write "sub" above the so-designated officer on the judge's work sheet.

Judges shall fold the judges' work sheet at the conclusion of the contest and remain at their stations until the contest chairman, or a designated committeeman, picks them up. Do not wander about the lodge room with the judges' work sheets.

At all times, proper decorum is expected from the judges.

JUDGES SHALL NOT GIVE ANY OPINION WHATSOEVER ON THEIR VIEWS OF THE OUTCOME OF THE CONTEST OR THE PERFORMANCE OF ANY OFFICER.

ALL JUDGES AND PROSPECTIVE JUDGES SHOULD CAREFULLY STUDY THE ENTIRE RITUALISTIC MANUAL, INCLUDING COACHES' INSTRUCTIONS, OFFICERS AIDS, RITUAL IN CONTEST FORM, ETC., FOR ALL INFORMATION POSSIBLE, PRIOR TO ATTENDING A CLINIC OR ACTUALLY JUDGING A CONTEST.

INSTRUCTIONS FOR WORD JUDGES

These instructions are prepared for use during the ritualistic contest. It is to aid in following the spoken word of the contestant. Except for the title of the speaking officer and the raps, only the spoken words are shown.

Follow the ritual word for word, and each error shall be marked therein at the time of occurrence.

Any word spoken or omitted by the candidate shall not be assessed against any officer.

Contest starts when the Exalted Ruler is supposed to give the initial rap of gavel, whether or not he gives the rap, and concludes with the seating of the Esquire. Words spoken before the first rap and after the Esquire is seated are not counted.

Each word omitted shall count as one error. Each word added shall count as one error. Each word transposed shall count as one error for the word added and one error for the word omitted, thus making each transposed word count as two errors.

Pay no attention to use of singular for plural, or vice versa, and no charge is to be made for a word error. This shall be covered by the judges under pronunciation.

Each rap omitted or added by the Exalted Ruler, Leading Knight, Esquire, and Inner Guard shall count as one word error.

Rap(s) given by the wrong officer, failure of an officer or officers to repeat "Amen" following the prayer or obligation and the Chaplain saying "Amen" with the other officers after the prayer shall be noted by the judges under remarks on the Judge's work sheet. Following the contest, the contest chairman shall check each Judge's work sheet under remarks and shall advise the word judges of those errors so noted by the judges.

When the Candidate is announced or address by any officer the only individual titles permitted to be used are: Reverend; Doctor; or Military/First Responder ranks. Any other titles used shall be counted as one-word error and one impressiveness error. However, the Esquire announces the Candidate at the door, it must be duplicated by the Inner Guard and the Exalted Ruler. Any addition or deletion of a name will be counted as one-word error.

INSTRUCTIONS FOR MARKING THE WORD ACCURACY GUIDE

When marking the Word Accuracy Guide, the use of red-leaded pencils is both acceptable and encouraged as it enhances the official's ability to tally all of the team's errors.

1. Strike a straight line thru word(s) omitted. Each word counts as one word error.
2. Strike a slant line thru word(s) substituted. Each word counts as two errors.

3. Make a check mark above point where word(s) are added or repeated. Each word counts as one error.
4. | Make vertical line in front of and a closed parenthesis at the end of a paragraph or sentence omitted.) Each word omitted shall count as one error.
5. || Make two vertical lines in front of and two closed parentheses at the end of a paragraph or sentence substituted by another paragraph or sentence.) Each word substituted shall count as two errors.
6. During officers movements, (break in dialogues) mark the number of word errors for each line in the right column. Add errors for each officer and circle the total.

At the conclusion of each contest, total errors committed by each officer shall be listed on the word judges' accuracy work sheet, under the word judges' designated and given to the contest chairman. The word accuracy guide must be returned to the contest chairman.

AS WITH THE JUDGES, WORD JUDGES SHALL REFRAIN FROM OFFERING THEIR VIEWS AS TO THE OUTCOME OF THE CONTEST, OR THE PERFORMANCE OF ANY OFFICER.

INSTRUCTIONS TO COMPUTERS

There are two approved methods of scoring a Ritualistic Contest. Manual operation using the RIT-121, and/or by using a personal computer. Only the computing program provided by the Grand Lodge Ritualistic Committee is allowed for calculating all Ritual Contests with a computer.

At all times in scoring a contest there should be a minimum of two COMPUTERS used (three are recommended); each shall verify all figures and computations.

Basic Grand Lodge Forms or other items needed/used in all operations:

- Judges Work Sheet (RIT 106 latest issue); one from each Performance Judge
- Word Accuracy Guide (RIT 104 latest issue); one from each Word Accuracy Judge
- Word Accuracy Work Sheet (RIT 105 latest issue); one from each Word Accuracy Judge
- Name and Card Number of each judge and word accuracy judge

BASIC SCORING PROCESS

Once the COMPUTERS receive the individual Lodge packet from the Contest Chairman they may begin their work.

Check the packet to make sure that it includes an entry form listing each officer by name and his status (installed, substitute, and/or repeat officer), one Judges Work Sheet from each Performance Judge and one Word Accuracy Guide and corresponding Word Accuracy Work Sheet from each Word Accuracy Judge.

A minimum of two COMPUTERS should be used to add, tabulate and verify all figures. Each COMPUTER, in turn, shall count the demerits (✓) in each category (deportment, pronunciation, impressiveness, and team appearance) and record the total number in the block at the bottom of each section. Each COMPUTER shall initial each Word Accuracy and Judge's Work Sheet, as it is tabulated, in the upper left hand corner signifying that it has been scored. A second COMPUTER should then re-tabulate each work sheet to verify the tallies noted. If in agreement, the second COMPUTER should circle the total. When completed, the second COMPUTER should initial the work sheet, again in the upper left hand corner. NOTE: if there is a disagreement then both COMPUTERS should recalculate the column.

Check for status – substitution or repeat officer. In terms of scoring, the highest point value penalty shall be the only penalty assessed an officer. For example, if a performing officer is a substitute and a repeat officer only the substitution penalty will be used. (Refer to page 2, rule number 5 in this manual.)

Once the work sheets have been tallied and verified, the COMPUTERS are ready to enter the results either on the Official Score Sheet or into the computer.

MANUAL OPERATION

Enter the Performance Judges and Word Accuracy Judges card numbers in the appropriate block of the Official Score Sheet.

If the contest is using five Performance Judges, the COMPUTERS must mark out the high and low scores in each category for each officer prior to entering the data, as the scoring in the computing charts is all based on three judges.

Enter the total demerits from each judges work sheet in the appropriate block on the Official Score Sheet. Total all entries on the Official Score Sheet. The second COMPUTER shall recheck totals and circle each total number to indicate that it has been verified.

Apply the word accuracy totals to the individual officer's section in the word accuracy portion of the computing chart (pages 10 thru 17) to obtain the accuracy score. Enter the score on the accuracy percentage line in Section I of the Official Score Sheet.

When computing deportment, pronunciation and team appearance, the total demerits noted on the Official Score Sheet shall be applied to the appropriate column in the computing charts (pages 1 and 2). Each individual officer's score shall then be entered on the appropriate percentage line (Sections II, III, & IX respectively) of the Official Score Sheet.

When computing impressiveness, the total demerits from the Official Score Sheet shall be applied to the computing column figures in the computing charts (pages 3 thru 9) for each individual officer. Enter each individual officer's score on the percentage line for impressiveness in Section IV of the Official Score Sheet.

The COMPUTERS shall check the Judges Work Sheets for substitutions noted and shall circle the penalty indicated for such substitution in Section VI of the Official Score Sheet. Then check for repeat officers as listed in the Entrance Application. NOTE, if there is a repeat officer they will receive one (1) point penalty (refer to

page 2, rule 5 in this manual). The penalty is recorded in place of the substitution penalty: but only if there is no substitution penalty for that officer.

Substitution and repeat officer penalties are to be deducted from the score of the individual officer, section 5, and entered in section 7 for the adjusted officers score.

After the COMPUTERS have computed each officer's score, they shall total the individual officer's score in Section V, or if necessary, the adjusted individual officer score in Section VII and then divide by 7 for the team average figure in Section VIII. The team appearance score is then added to the team average figure for the official team score in Section X. As a cross reference, add the team totals in the last column of the Official Score Sheet.

NOTE: in the event that the figures in the Computing Charts Manual do not cover the total demerits of all judges or word judges, the COMPUTERS shall calculate by hand, based in the rate of penalty percentage as prescribed in the Computing Charts Manual.

NOTE: recheck and proofread all entries on the Official Score Sheet for accuracy. Replace all material in the envelope prior to calculating the next team score.

All results are to be sealed in an envelope and given to the contest chairman.

COMPUTERS SHALL GIVE NO INFORMATION TO ANYONE, EXCEPT THE CONTEST CHAIRMAN, AS TO THE PROGRESS OF ANY TEAM OR OFFICER, OR AS TO THE RESULTS. ABOVE ALL, THE COMPUTERS SHALL NEVER REVEAL THE SCORING OF THE INDIVIDUAL JUDGES OR THE WORD JUDGES.

The Contest Chairman will determine which copies of the results are to be distributed to the participating teams. The appropriate number of copies should be made on a copy machine.

RITUAL CONTEST — GRAND LODGE SESSION

The United States was divided into an eastern and a western division in 1959. (See division of states inside back cover.) Contests in each division shall be held simultaneously in two lodge rooms at the Grand Lodge Session. Contests shall begin on Saturday and end on Sunday. The first and second place winners of each division shall then compete on Monday afternoon for the Grand Lodge championship. The competing teams shall be notified Sunday afternoon by the Grand Lodge chairman.

An all-American eastern and western team shall be selected from each division from the preliminary contests.

Five judges and two word judges to be selected from each division shall officiate at the Grand Lodge contest with all judges and word judges officiating at the final contest.

At the Tuesday morning Grand Lodge Session, the official announcement and awards presentation will be presented to the All-American officers and coaches, and to the competing teams of the final contest.

GRAND LODGE JUDGES', WORD JUDGES' AND COMPUTERS' CERTIFICATION

In order to provide qualified judges, word judges and computers for all ritualistic contests, your Grand Lodge Ritualistic Committee has instituted a training program, leading to certification of those, who by examination, are found to be familiar with every detail, movement, and instruction to word judges and computers, as described in the ritualistic manual, and also have a thorough understanding of impressiveness.

JUDGES' CERTIFICATION:

The requirements for certification are to attend two Grand Lodge committee sponsored clinics and receive a passing grade in the examinations given at each clinic.

ONLY PAST EXALTED RULERS ARE ELIGIBLE FOR CERTIFICATION. CURRENT EXALTED RULERS MAY TAKE THE TEST FOR FIRST APPROVAL.

The time period between the first approval and final approval shall not exceed two years from the date of the first approval.

Certification shall be effective for a two year period.

To recertify, a judge must be re-examined within two years of the expiration date on the present certified ritualistic judge's card and receive a passing grade at a Grand Lodge-sponsored ritual clinic.

WORD JUDGES AND COMPUTERS CERTIFICATION:

The requirements for certification are to attend one clinic which must fulfill the requirements established by the Grand Lodge Ritualistic Committee and receive a passing grade in the examination given at the clinic.

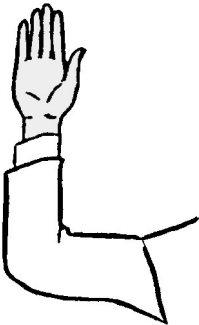
ANY MEMBER OF THE ORDER, IN GOOD STANDING, IS ELIGIBLE FOR CERTIFICATION.

To recertify, Word Judges and/or Computers must be re-examined within two years of the expiration date on the present Certified Judge's card.

MOVEMENTS



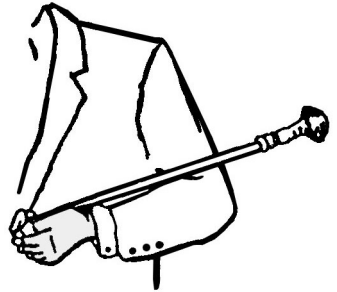
The Hailing Sign



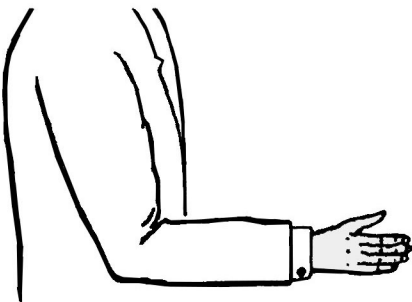
The Voting Sign



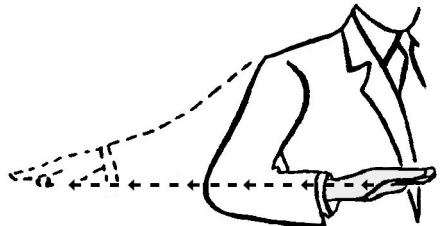
The Civilian Salute



**Proper position of
Esquire's baton**



**Extend the hand in token of the
renewal of obligation and
clenching of hands.**



Wave of the Hand



2022-2023 Grand Lodge Ritualistic Committee

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Your Grand Lodge Ritualistic Committee is pleased and willing to serve you. If you have any questions concerning the ritual of our Order, please direct your correspondence to the Grand Lodge Committeeman representing your state.



BENEVOLENT and PROTECTIVE
ORDER OF ELKS
OF THE UNITED STATES OF AMERICA