

# MEMORANDUM

**To:** Pathfinder Director's  
**From:** Cynthia Ordonez  
Jr. Youth Ministries, Secretary

Hello Pathfinder Director's enclosed you will find the instructions for the Events that we will be having at Camporee and Fair.

Please note that at Camporee we do all five events and at Fair we only do three out of the five.

Camporee	Fair
1. Fog Bound	1. Fog Bound
2. Shelter Pitch	2. Shelter Pitch
3. Tripod Suspension	3. Tripod Suspension
4. Water Carry	
5. Bible Pairs	

If you have any questions please give me a call at the office (559)347-3048 or e-mail me at: [cordonez@cccsdas.org](mailto:cordonez@cccsdas.org).

Thank You

# **BIBLE PAIRS GAME**

*The purpose of this event is for a team of six Pathfinders to work together in matching Bible Pairs. All necessary equipment will be provided by the Conference.*

## **INSTRUCTIONS**

*The six members of the team begin at the Start Line. When the signal is given, all team members will run approximately 20 feet to the working area. Forty individual Bible items/persons/places\* (on small wooden tiles) will be in a bucket. The team will dump out the tiles, and work together to locate twenty Bible pairs and place them side by side on a 2' X 4' board which will be on the ground. When complete, the team members must return to the Start Line, and the time is stopped. There will be a 10 second penalty for each error.*

<i>FIRST PLACE</i>	<i>45 seconds or less</i>
<i>SECOND PLACE</i>	<i>46 - 60 seconds</i>
<i>THIRD PLACE</i>	<i>61 seconds or more</i>

*\*A list of Bible pairs is attached; the twenty pairs will be taken from this list.*

MOSES  
JOSHUA  
ADAM  
AMRAM  
GARDEN OF EDEN  
URIM  
SODOM  
ISRAEL  
JOSEPH  
AARON  
ABRAHAM  
ABRAM  
HAGAR  
ISAAC  
CAIN  
JACOB  
ELIJAH  
CANA

RUTH  
JOSEPH  
ELI  
5 LOAVES  
LOST SHEEP  
SEA OF GALILEE  
MARY  
ZECHARIAH  
JOHN THE BAPTIST  
CROWN OF THORNS  
TOMB  
PAUL  
STEPHEN  
PETER  
JAMES  
MATTHEW  
FIRST DAY  
SECOND DAY  
THIRD DAY  
FOURTH DAY  
FIFTH DAY  
SIXTH DAY  
SEVENTH DAY  
SATAN  
DAVID  
BATHSHEBA  
SLING  
FIRST COMMANDMENT  
SECOND COMMANDMENT  
THIRD COMMANDMENT  
FOURTH COMMANDMENT  
FIFTH COMMANDMENT  
SIXTH COMMANDMENT  
SEVENTH COMMANDMENT  
EIGHTH COMMANDMENT  
NINTH COMMANDMENT  
TENTH COMMANDMENT

BURNING BUSH  
CALEB  
EVE  
JOCHEBED  
TREE OF LIFE  
THUMMIM  
GOMORRAH  
SAMARIA  
BENJAMIN  
BUDDING ROD  
SARAH  
SARAI  
ISHMAEL  
REBECCA  
ABLE  
ESAU  
ELISHA  
WEDDING FEAST

NAOMI  
ZIPPORAH  
SAMUEL  
2 FISHES  
MISSING COIN  
STORM  
MARTHA  
ELIZABETH  
JORDAN RIVER  
KINGLY ROBE  
LAZARUS  
SAUL  
STONING  
ANDREW  
JOHN  
ZACCHEUS  
LIGHT  
AIR  
LAND AND PLANTS  
SUN, MOON, STARS  
BIRDS & FISH  
ANIMALS & MAN  
SABBATH  
LUCIFER  
JONATHAN  
SOLOMON  
STONES  
NO OTHER GODS  
NO GRAVEN IMAGES  
PURE SPEECH  
BLESSED SABBATH  
OBEDIENCE TO PARENTS  
DO NOT KILL  
PURE LIVES  
DO NOT STEAL  
DO NOT LIE  
DO NOT COVET

## EVENT: FOGBOUND JOURNEY

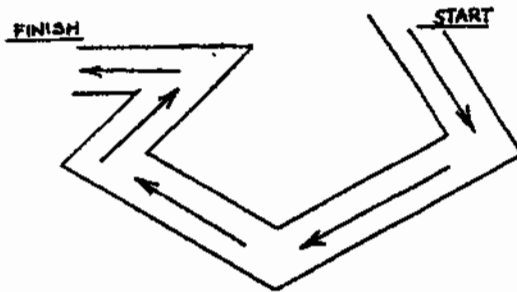
**PARTICIPANTS:** 6 Pathfinders from club.

**OBJECTIVE:** To learn basic nautical terms and learn to work together as a team.

**EQUIPMENT:** Five blindfolds and ten markers (buoys) for each channel will be supplied.

**PROCEDURE:** Each crew will line up in front of a channel 40 - 50 feet long and 8 feet wide. There will be 10 buoys marking the safe journey to the harbor. Five of the crew members will be blindfolded. The sixth member of the crew will be the navigator and will not be blindfolded. The blindfolded crew members line up at the starting point by placing their hands on the shoulders of the member in front of them. The navigator keeps about 6 feet behind his crew. At the starting signal the crew starts the journey to the harbour as the navigator must direct his crew through the sage channel by using nautical terms. He may not at any time touch any member of his crew. Each nautical term must be used at least twice.

The nautical terms that will be used are: Starboard, which means right; port, which means left; full speed ahead; reverse.



This is a basic design of what a course would look like.

**SCORING:** Your score will be based upon elapsed time. Times will be posted the day of the event.

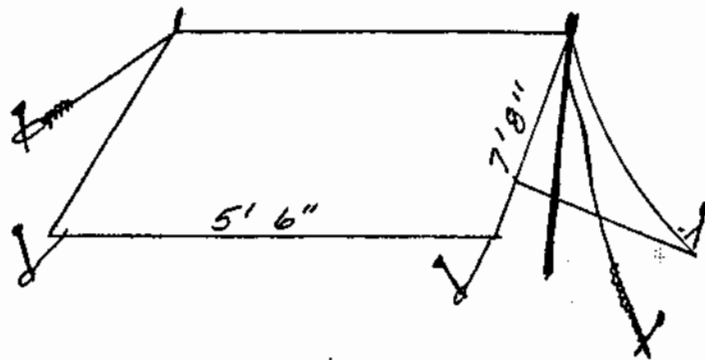
**PENALTIES:** There will be a 10 second penalty for each member who goes outside of the designated course.

## SHELTER PITCH

OBJECTIVE: A: Develop camping skills  
B: Teamwork

PARTICIPANTS: 6 Pathfinders

EQUIPMENT: 1 Plastic tarp 5' 6" x 7' 8"  
6 Round stakes  
2 Ropes 8' x 1/4"  
4 Ropes 3' x 1/4"  
2 Poles 40" long x 3/4" with 1 1/2" x 1/4" spike on one end  
2 Hammers or mallets



PROCEDURE: Team members will line up at the start/finish line. At the starting signal all 6 pathfinders run 10' to the action line where all the equipment awaits them. Working as a finely coordinated team, pathfinders #1 and #2 spread the tarp out fully, obtain the poles, place the spike of the pole through the middle grommet along the longest dimension of the tarp, then hold the poles upright to form the ridge of the shelter. Pathfinders #3 and #4 each take one of the ropes and deftly tie a bowline knot at one end, place the loop thus formed over the spike protruding through the grommet of the tarp, drive a stake at a 45 degree angle approximately 3' away from the pole, pass the free end of the rope around the stake, tie a taut line hitch on the rope, and working with coordinated precision tense the taut line hitch until the ridge of the shelter is secure. Pathfinders #5 and #6 complete the shelter by driving a stake near each of the four corners, tie a short rope to each corner grommet with two-half-hitches, and tie a taut-line-hitch around each stake. After a lightning fast final inspection of the shelter, all pathfinders dash back to the start/finish line. The time for the team is determined by the instant that the last pathfinder crosses the start/finish line.

SCORING: First place:  
Second place: TIMES WILL BE DECIDED AT FAIR TIME  
Third place:

PENALTIES: A 10 second penalty will be added for each knot tied incorrectly (12 possible), for each stake not driven in all the way, and for a loose ridge line, for stakes not at 45 degree angle. Collapse of the shelter will drop the score to third place.

Note: All equipment will be provided by the conference

## TRIPOD SUSPENSION

**OBJECTIVE:** A: Gain experience lashing  
B: Teamwork

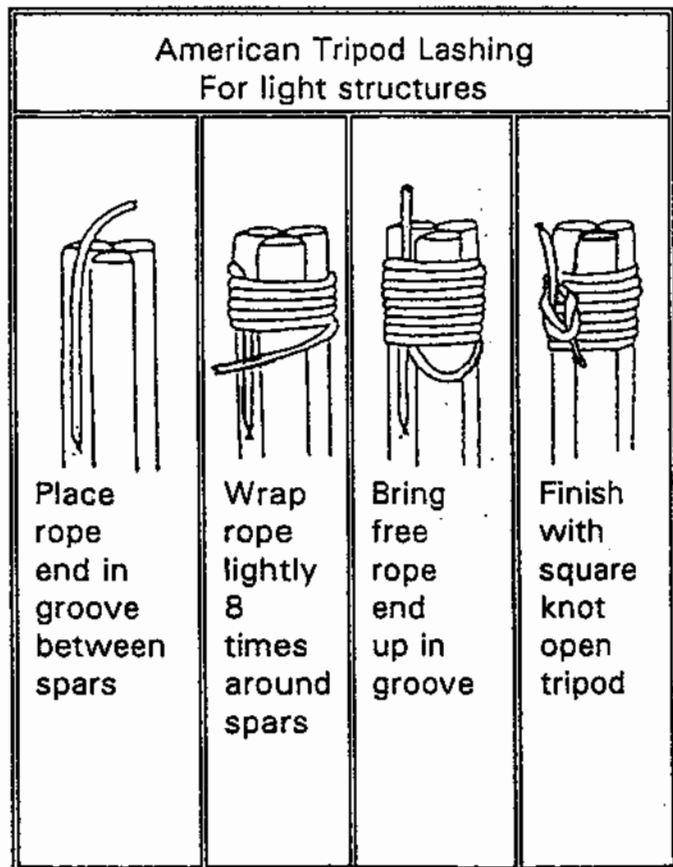
**PARTICIPANTS:** 3 Pathfinders

**EQUIPMENT:** 3 Poles, 7 - 9 feet in length  
1 Rope 10' x 1/4"  
1 Rope 8' x 1/4"

**PROCEDURE:** On signal, 2 pathfinders lash the three poles together with the 10 - foot length of rope (see Pathfinder Field Guide, page 115). When complete, the 2 pathfinders set up the tripod. The other pathfinder ties bowlines in the two ends of the 8 foot rope. One team member drops one bowline loop over the top of the tripod. A pathfinder steps into the dangling loop and keeps himself suspended by holding onto the line for 5 seconds. Timing will end at the completion of the 5 seconds.

**SCORING:** First place: 0 - 45 seconds  
Second place: 46 - 60 seconds  
Third place: 61 - completion

Note: All equipment will be provided by the conference



## WATER CARRY



- OBJECTIVE:** Teamwork and strategy
- PARTICIPANTS:** 8 Pathfinders
- EQUIPMENT:**
- Supplied by Conference -
  - 8- Quart size (32 oz.) cups
  - 1- 5 gallon pail with 25  $\frac{1}{2}$ " holes (holes will be placed randomly in the sides of the pail)
  - Larger container to dip water from
- PROCEDURE:** Team members line up at the start/finish line with cups in hand. At the starting signal, all 8 pathfinders fill their cups from the water trough and run 20 feet to the pail with holes. In any order or all together, they may dump, throw, pour, or dribble their water into the pail. Any or all of them need to continue back to the water trough to refill their cups and bring more water to the pail. The game is won by overflowing the pail. The strategy is to determine when any one or more pathfinders needs to stop carrying water and plug some holes. Holes may be plugged with fingers and hands. Holes may not be plugged with corks, gum, grass, dirt, shirts, elbows or toes (even though this would amuse me greatly). During the whole game, 1 pathfinder may carry only 1 cup.
- SCORE:**
- FIRST PLACE - Overflowing the bucket in 3 minutes
  - SECOND PLACE - Reaching 2 inches from the top (that last 2 inches can be real tough)
  - THIRD PLACE - Anything less
- PENALTIES:** There are no penalties.

