



**Texas Conference
Pathfinders
Camporee 2022
Director Handbook
Events**



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Events

Build A City Event

This event takes place on Thursday. In this event, the Pathfinders are to set up camp without the physical help of adults. The adults must stay outside of the camping area in which the camp is being set up. This is a timed event.

Upon arrival and registration, the club will be given a piece of paper listing the number of running feet their club will receive. (All campsites are approximately 75 feet deep) Take this paper to your area coordinator who is in your areas' designated location. They will mark off your club campsite. Do not unload all Pathfinders and adults except for the director or their designee. Everyone else is to stay in their vehicles until directed by your area council member.

Once the area is marked off, the area council member will call time and the stopwatch will start counting. Now everyone may exit their vehicles. All adults must stay out of the marked area and cannot touch any of the equipment. They can give instructions or encouragement. **No vehicle is to stay in the camping area, except a detached trailer and this must be moved into place before the event starts under the supervision of the area council member. The vehicle that moves it into place and ALL vehicles must be moved to the parking area and drivers must return to the campsite prior to the time being stopped for completion of this event.**

When the camp is complete, the area council member is to be notified by the club director and at this time the event clock will stop. All vehicles must be moved during the time for the event and drivers must return to the campsite before the time stops; otherwise, 150 points will be taken off.

Camp inspection will be done by the area coordinator or designated representative. The inspection checklist is as follows:

40 points

Entrance and perimeter set up
(including flags and the name of the club properly displayed)

30 points

Tents set up and aligned neatly (including staked down)
Camp awnings/coverings/canopies are set up and tables arranged
Kitchen set up including stove with proper hook-ups and food properly stored.
Wash station set up and Gray water station

15 points

Signage for gray water, first aid, director

15 points

Duty roster posted and Fire extinguisher near kitchen and not expired

There will be a 10-point deduction every time an adult goes into the camping area or assists with any equipment. If the adults stay in the camping area for more than 2 minutes. There will be an additional 10-point penalty, with a 10-point penalty every 2 minutes. Clubs with less than 4 Pathfinders may have one adult help but the adult is not allowed to speak while in the campsite area; therefore, teaching the pathfinders leadership should be considered and highly recommended.

Q & A

Q: How much space will my club receive?

A: Each club will receive 2 running feet for every person in their camp site plus an additional 10 running feet for the Year in Review event. Camp sites are approximately 75 feet deep.

Q: What are running feet?

A: Running feet are the number of feet that run along the roadway. See example on the next page.

Events

Build A City Event – Cont'd

Total Setup Time

Less than 25 minutes	50 points
25-35 minutes	45 points
35-45 minutes	40 points
45-60 minutes	35 points
60-90 minutes	30 points
90-120 minutes	20 points

This event is worth 200 points

50 extra points will be awarded for a mess kit rack and no disposable plates, bowls, cup or utensils used by the Pathfinders, with Pathfinder washing their own dishes. This is so we do not produce unnecessary trash and to teach our pathfinders to be responsible for chores and learn to thrive and be useful at home and their surroundings and to care for our planet.

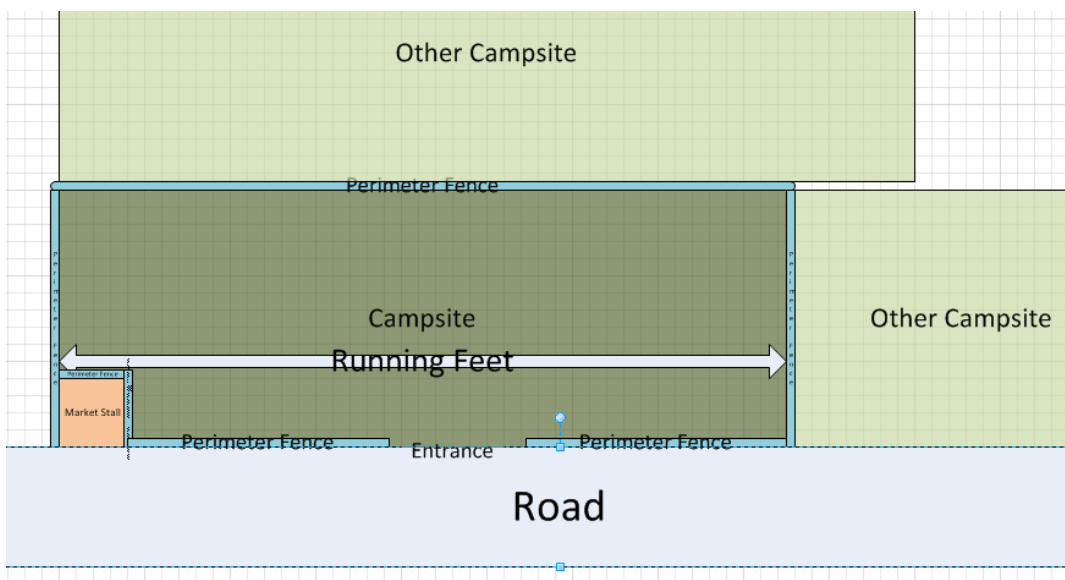
Clubs arriving between 10 p.m. and 11 p.m. have a 50 point penalty

Clubs arriving between 11 p.m. and 12 midnight have a 100-point penalty.

Any club arriving after midnight will forfeit this event (but they can still get the extra points). The gates are closed at midnight. They will not be allowed to set up their campsite until the morning without gaining points for set up, but will receive the extra points for the mess kits.

There will be an additional 50 point penalty for any car moved after Thursday night within the campgrounds under NO circumstance.*

List of items to set up during the time clock is not what a FULL campsite should have; therefore, be sure that you club finishes all that will be needed by your club throughout the weekend right after the actual event is timed. We want to be sure all pathfinders and staff set up a good campsite for a long weekend and be comfortable and continue to work as team.



Q & A

Q: Is there a minimum size for a campsite?

A: This year the minimum total is 55 running feet. Each site is a minimum of 45 running feet with another 10 feet added for the Year in Review display.

Q: Do we have to set up the Year in Review display as shown on the diagram?

A: No, it must be on the road and have the perimeter fence run behind the display. (see picture). A club can put it near the entrance or in the middle of the front.

Events

Year in Review

This event is designed to showcase your club and all the things your club has been doing this year. Each club has been given an extra 10 running feet. You should set up a display at the perimeter of the club campsite (facing the road) showcasing the work done by your Pathfinder club this year.

The display is to be set up on Friday morning between 8 and 10 a.m. if time is needed to set up and be ready by 10am for judges to view. It needs to stay up until 7 p.m. on Friday and be on display Sabbath afternoon from 2-5pm. Make sure the items can stay up with the wind or inclement weather.

A panel of two or three judges will come and see your display. They will evaluate the display looking for the following-

Display areas should be a minimum of 10ft by 10ft; it can be larger if desired. Keep in mind that space will be giving as stated on this event and on Build A City event.

- 20 points – Nature honor display
- 20 points – Community Service display
- 20 points – Craft honor display
- 20 points – Investiture Achievement display
- 20 points – Good signage so a visitor can understand the display without a guide
- 20 points – Display is ready by 10 a.m. Friday morning
- 30 points – Display staying up for the required time
- 50 points – Creativity in the presentation of the display

There is a maximum of 200 Points for this event.

Events

First Aid Relay

Participants

Up to 12 Pathfinders from each club

Equipment Needed

Event facilitators will provide the equipment.

- Eleven (11) triangular bandages.
 - Note: A triangular bandage is made by cutting diagonally a piece of material 40 inches square. Nine of these need to be folded into cravats.
- One 3 X 3 gauze dressing.
- Two (2) arm splints, (3 inches x 15 Inches), unpadded.
- Two (2) leg splints (4 inches x 36 inches), unpadded.
- One (1) army blanket
- Two (2) 7' or 8' foot poles.
- One (1) safety pin.

Description

The victim will be 40 feet from the starting line at the beginning of the relay contest in a sitting position.

Pathfinders will not go to render aid until the ones treating the previous injury have returned to the starting line.

The size of the team may vary, but is recommended that as many as possible participate. The maximum number is eleven (11) plus the victim.

On the arm and leg splints the knots should be tied in a straight line.

On the arm and leg splints the cravats must go around the limb and splints at least twice.

All knots will be square knots.

For the first 4 scenarios the victim will be in a sitting position on the ground.

For scenarios 5 and 6 the victim will be lying down.

The victim will not help the first-aider(s) at any time.

Special Notes

Equipment will be located at the starting line. Pathfinders need to make note of how the equipment is arranged before starting the event. Part of the points earned for this event is the breakdown and proper reset of equipment used during the activity.

Please remember that we are on a **schedule** for the events. Therefore, the Pathfinder teams need to be organized prior to checking in for the First Aid Relay. Teams that are not organized and ready to do the event, will be asked to step-out of the line and organize, rejoin the line at the back, and then check-in.

Events

First Aid Relay – Cont'd

Procedure and Scenarios

Problem 1

The victim has a deep laceration on the forehead. No. 1 Pathfinder will run to activity line, place a dressing and cravat bandage on the head, and return to starting line and tag Pathfinder No. 2.

Problem 2

The victim has a 3rd degree burn on the palm of the right hand. Pathfinder No. 2 will run to activity line and apply an open-hand bandage and return to starting line and tag Pathfinders Nos. 3 and 4.

Problem 3

The victim has an apparent fracture of the left forearm. Pathfinders No. 3 and 4 will run to activity line and splint the forearm, then place it in a sling. They will then return to starting line and tag Pathfinder No. 5.

Problem 4

The victim has a sprained left ankle. Pathfinder No. 5 will run to the activity line and apply a cravat bandage for a sprained ankle and return to starting line and tag Pathfinder Nos. 6 and 7.

Problem 5

The victim will be lying in supine position with an apparent fracture of the right leg (not the thigh). Pathfinder Nos. 6 and 7 will run to activity line and apply a splint for a fracture in the mid-section of the leg. They will then return to starting line and tag Pathfinder Nos. 8, 9, 10, 11.

Problem 6

Pathfinder Nos. 8, 9, 10, 11 will take the blanket and the two poles and run to the activity line and make a stretcher next to the victim. They will then load the victim on the stretcher and march back to the starting line and gently lower the victim to the ground. The victim should not be touched until the judges have checked the first aid treatment.

After the judge has checked the first aid treatment and given permission to undo the bandages, the Pathfinders will place the equipment back in the proper location as instructed by the event facilitator. This will be part of the timed event and points earned.

Events

First Aid Relay – Con't

Scoring Rubric

First Aid Treatment – 10 points each

dressing and cravat bandage on **head**

open-handed bandage on **palm of right hand**

cravats put around **forearm** and **splints** at least 2 times

square **knots** tied in straight line on the splints

cravat bandage on sprained **left ankle**

cravats put around mid-section of **right leg** and **splints** at least 2 times

square **knots** tied in straight line on the splints

make a **stretcher** next to victim

gently load victim on stretcher and **march** back to starting line

gently lower victim to the ground at starting line, wait for judge's instructions

victim **did not assist** first-aiders at any time during the relay

Breakdown and Reset Activity

2 minutes or less 20 points

2.5 minutes 16 points

3 minutes 12 points

Over 3 minutes 8 points

Completion Time

4 minutes or less 70 points

4.5 minutes 60 points

5 minutes 50 points

5.5 minutes 40 points

6 minutes 30 points

More than 6 minutes 10 points

TOTAL POSSIBLE POINTS FOR EVENT = 200

The event facilitators will provide the point sheet at the First Aid Relay station for each team. Each club is being asked to provide at least one (1) leader during your team's relay. They will be posted at the starting line with your club.

Club Preparation

The following breakdown would be a good practice guide for timing of each problem and scenario.

Problem 1 – 22 seconds

Problem 2 – 24 seconds

Problem 3 – 57 seconds

Problem 4 – 24 seconds

Problem 5 – 50 seconds

Problem 6 – 33 seconds

Events

First Aid Relay – Cont'd

Resources

First Aid, Basic Honor Answers # 7 (Demonstrate the proper procedure in splinting various broken bones in the body)

Google: Images for first aid cravats (this site has numerous images and diagrams with instructions to render first aid using the cravat)

Wiki: How to make a simple stretcher, www.wikihow.com/Make-a-Simple-Stretcher

firstaidadvice.info (folding a cravat)

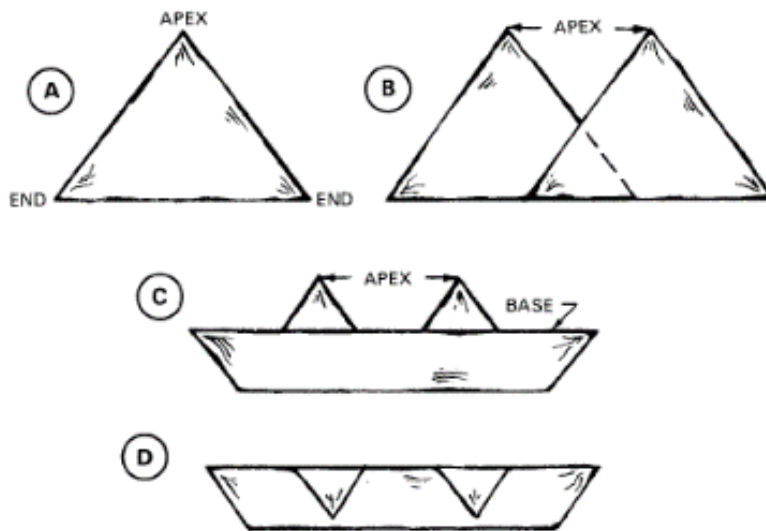


Figure 3-36. Extended cravat bandage applied to shoulder (or armpit) (Illustrated A thru H).

Cravat Bandage for Forehead



- Place the center of the cravat over the compress covering the wound.
- Carry the ends around to the opposite side of the head, cross them. Bring them back to the starting point and tie them.



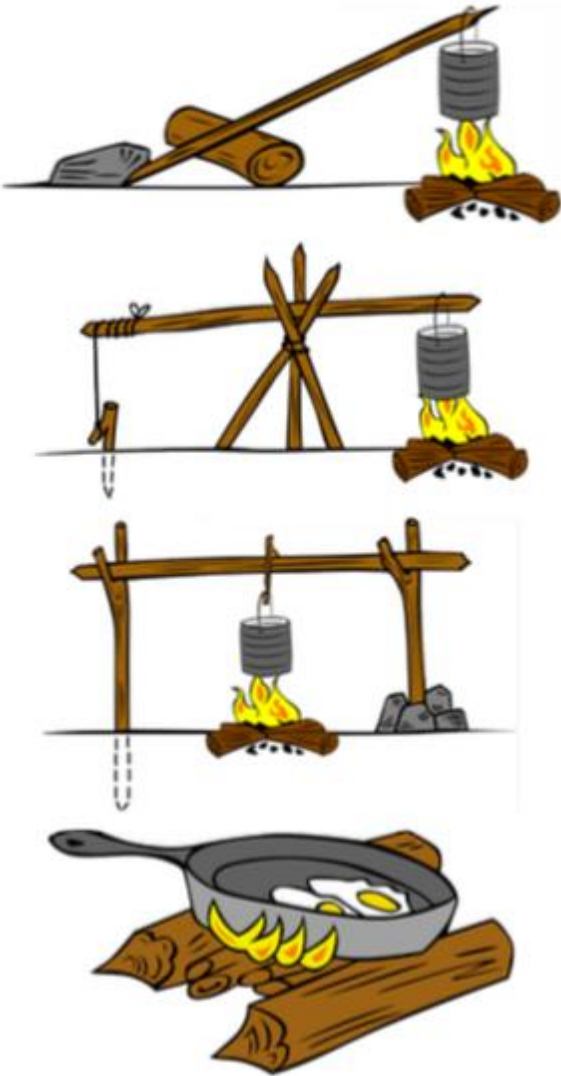
Figure 3-11. Cravat bandage applied to head (Illustrated A thru C).

Events

Fire Building & Cooking Relay

Teams will have to select one of the fires to build from below:

FIREBUILD & COOKING



Supplies

The team must bring all supplies

Bring a 5 gallon bucket

Sticks for cranes

Firewood

Tinder - Only natural tinder: wood shavings, bark, feather sticks, grass, etc.

(NO lint, cotton, etc.)

Magnesium or Ferro Rods as fire starters only. No matches or lighters.

Ropes (approx. 3 feet rope, but it depends on what each club may end up using), can, pan and spatula

Pancake (only add water) mix, water, manual mixer or spoon

Events

Fire Building & Cooking Relay – Cont'd

Participants

Number of participants: 10 pathfinders

First 3 participants will prepare grounds, lay and light the fire

Next 3 participants will build cranes and boil water in the can (8oz minimum)

Next 3 participants will prepare the pancake mix and cook the pancake (minimum 5" pancake)

Last participant will eat the pancake

All will make sure the fire is completely out once they are done

Relay Instructions

All participants will start at point A. They will run to point B where they will do their part then run back to point A and tag the next participants and so on until they get to the last participant who will eat the pancake. Once the last participant eats the entire pancake the time will stop.

If they don't get past lighting the fire, they will only receive participation points.

Time

Each team will have 30 minutes to finish this event.

Scoring

There are 200 points possible in this event.

100% completion in 15 minutes or less	100 points
100% completion in 15-20 minutes	80 points
100% completion in 20-25 minutes	60 points
100% completion in 30 minutes or more	50 points

Lighting the fire	60 points
Building cranes	10 points
Boil water	10 points
Prepare pancake mix	10 points
Cook pancake and eat pancake	10 points

Events

Roman Chariot

Use Diagonal or Square Lashing. Use only one style. Do not combine.

Participants

Each team should have six Pathfinders.

Supplies

Supplies should be provided by the club

Poles: 1 – 4' x 1.5" (4 feet by 1.5 inches)

1 – 5' x 1.5" (5 feet by 1.5 inches)

2 – 6' x 1.5" (6 feet by 1.5 inches)

Wheel: 1 Wheel 1' diameter by 2"

Ropes: 5 cords – 8' x ¼"



Safety Equipment for rider: helmet, 1 set of kneepads, 1 set of elbow pads

Carriers to bring their own gloves

Event Instructions

All participants will start at point A. The participants will perform a three-legged race involving pairs of participants running with the left leg of one runner strapped to the right leg of another runner and reach point B.

From point B, the Pathfinders doing the lashes will complete the chariot. Once finished, the Pathfinder rider will get on the chariot. Two Pathfinders will pull the chariot with Pathfinder rider on it and will ride back to point A. The remainder of the Pathfinders will follow.

Once all Pathfinders have crossed the finished line, the time will stop. Points will be awarded if chariot makes it across the finish line without coming apart.

Time

Each team will have 30 minutes to finish this event.

Scoring

There are 200 points possible in this event.

Completed in 10 minutes or less	100 points
Completed in 10-15 minutes	75 points
Completed in 15-20 minutes	50 points
Completed in 20-30 minutes	25 points
Chariot makes it across the finish line without coming apart	50 points
Participation	50 points

Events

Rescue Me!

Team

Each team should have 7 Pathfinders.

Needed members

1 Pathfinder – Injured Pathfinder, will be carried due to a broken arm and broken leg

6 Pathfinder – Rescue Team

Team will secure broken arm with correct wrapping using Pathfinder scarf

Team will secure broken leg with wood material and ropes

Injured Pathfinder will be put on stretcher and secured with two 6' ropes using slip knots

Team will race to finish line

Materials Needed (material will provided by Conference event coordinator)

1 stretcher

Pathfinder Scarf (large)

1 – 2x2x2.5 wood splint

2 – 6' ropes

2 – 3' ropes

Instructions

The Injured Pathfinder will be 75 yards from start point. When the time begins, the rescue team will run with stretcher towards the injured Pathfinder.

The team will first secure the broken arm with Pathfinder scarf as shown on diagram.

The injured leg will be stabilized with two 3' ropes using the 2x2x2.5 wood splint and applying an overhand knot and then doing a clove hitch (make sure overhand is not too tight).

The injured Pathfinder will then be moved carefully to the stretcher.

The injured Pathfinder will now be secured to the stretcher using slipknots around the stretcher and Pathfinder. If you have extra dangling rope, make sure to tuck it in next to the injured Pathfinder so that the rescue team will not trip on rope.

The rescue team will now take the injured Pathfinder to finish line. Time will stop when they cross the finish line.

Scoring -Total points 200 for this event

5 minutes or less	100 points
5-10 minutes	75 points
10-15 minutes	50 points
More than 15 minutes	25 points
Scarf tied correctly	35 points
Splint done with the correct knots	25 points
Participation	40 points

Events

Recue Me! – Cont'd

Please refer to following address for further First Aid honor details.

http://wiki.Pathfindersonline.org/w/Adventist_Youth_Honors_Answer_Book/Health_and_Science/First_Aid_Standard

Bandaged arm:

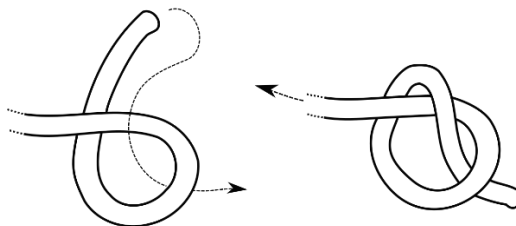


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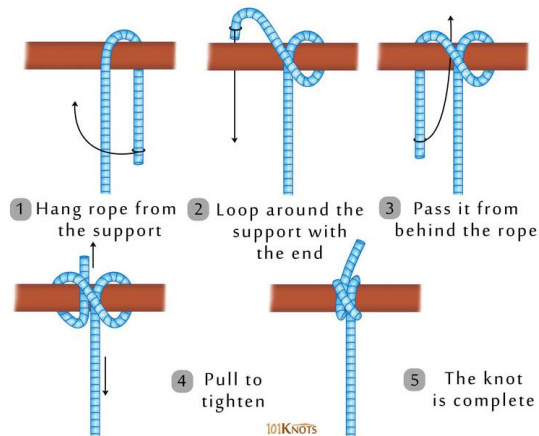
Secured leg:



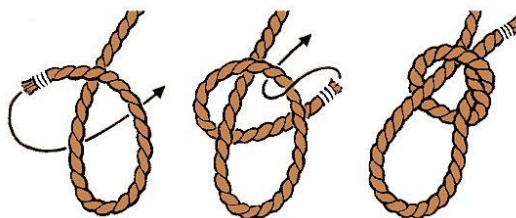
Overhand knot:



Clove Hitch:



Slip Knot:



Events

Pinewood Derby

Each club is to bring three cars made by Pathfinders (no staff cars), which follow the Pinewood Derby standards for construction. Each car will be run one time, on the same lane, of the same track. **Cars will be returned as soon as they have completed their run.** A club representative must pick up the cars before 3pm.

Weigh in time is from 9:00 am to 1:00 pm on Friday.

Scoring

- 50 points for a club entering 3 cars which all meet derby standards
- 10 points if all three cars make it to the end of the track and do not lose any parts
- 10 points if all three of the cars beat 4.5 seconds
- 10 points if at least two of the cars beat 2.5 seconds
- 10 points if at least one of the cars beats 2.4 seconds
- 10 points if all cars are painted and decorated

Standards for construction

Car Specifications: Width: - 2-3/4"; Length - 7"; Weight - **Not over 5 Ounces**; Width between wheels - 1-3/4"

At check-in, the car will be weighed on the Conference's scale, which must show that the car weighs no more than 5.00 ounces. If the official weight of the car is over 5.00 oz., the club may make modifications to the car to bring it under the required weight. The club must provide their own tools and supplies to make any changes.

The car must have been made during the current Pathfinder year

Wheel bearings, washers, and bushings are prohibited.

The car shall not ride on springs.

Only official Pinewood Derby wheels and axles are permitted.

Only dry lubricant is permitted.

Details, such as steering wheel and driver are permissible as long as these details do not exceed the maximum length, width and weight specifications.

The car must be free-wheeling, with no starting devices.

Each car must pass inspection by the official inspection committee before it may compete.

If, at registration, a car does not pass inspection, the owner will be informed of the reason for failure and will be given time within the official weigh-in time period to make adjustments. The owner must provide their own tools and supplies to make any adjustments.

Events

Bible Relay

General Information

This event is divided into 3 levels.

Each level will test the Pathfinders' knowledge of the Bible.

This is a team event with a couple of obstacles to be performed individually.

This is a timed event.

Teams will comprise of up to 10 Pathfinders.

For larger clubs an average of their team scores will determine their final score.

The event will be done in English.

Level One

Objective

To know the order of the books of the Bible.

Supplies

Ten blocks with Bible books written on them.

Directions

Pathfinders will work as a team. Arrange the 10 blocks in the order that they appear in the Bible.

Once the 10 blocks are arranged in order, Pathfinders will then have to run to the next stop.

Level Two

Objective

To be able to know the divisions of the books of the Bible.

Supplies

20 ping pong balls labeled with Bible books in a tub

5 small buckets labeled with any of the following

Old Testament

1. Law/ Torah
2. History
3. Poetry
4. Major prophets
5. Minor prophets

New Testament

6. Gospel
7. Church history
8. Letters
9. Prophecy



Pathfinders will work as a team and sort the books from the tub and place them in the correct bucket.

After they are done, they will cross a hanging bridge to get to the next level.

Events

Bible Relay – Cont’d

Level Three

Objective

To be able to memorize a Bible verse.

Supplies

Card with Memory verse from AY Friend or Companion class.

Pathfinders work together to memorize the verse on the card that they pick up.

They will then canoe across the pond.

When getting off the canoe, they will have one team member recite the verse.

Scoring

200 points possible

30 points:

Completing level 1 correctly

Correct order of the 10 blocks

Points for each correct book

20 points:

Completing level 1 obstacle

25 points:

Completing level 2 correctly

Correct grouping of each of the 20 books into 5 groups

25 points:

Completing level 2 obstacle

50 points:

Correct memorization of the verse

Timing points

200 points possible

Less than 10 minutes 100 points

10-11 minutes 80 points

11-12 minutes 60 points

12-13 minutes 40 points

13-14 minutes 20 points

14-15 minutes 10 points

Participation 50 points

No pathfinder got wet 25 points

All pathfinders made it across the bridge 25 points

The event will be stopped after 15 minutes if the group has not completed the requirements.

Events

Bible Relay – Cont’d

Bible Passages

Bible passages will come from the following list. (Use the New King James Version.)

Isaiah 58:9-10

Then you shall call, and the Lord will answer; You shall cry, and He will say, ‘Here I am.’
“If you take away the yoke from your midst, the pointing of the finger, and speaking wickedness, if you extend your soul to the hungry and satisfy the afflicted soul, then your light shall dawn in the darkness, and your darkness shall be as the noonday.

Ezekiel 33:11

Say to them: ‘As I live,’ says the Lord God, ‘I have no pleasure in the death of the wicked, but that the wicked turn from his way and live. Turn, turn from your evil ways! For why should you die, O house of Israel?’

Romans 12: 1-2

I beseech you therefore, brethren, by the mercies of God, that you present your bodies a living sacrifice, holy, acceptable to God, which is your reasonable service. And do not be conformed to this world, but be transformed by the renewing of your mind, that you may prove what is that good and acceptable and perfect will of God.

1st Timothy 6:6-8

Now godliness with contentment is great gain. For we brought nothing into this world, and it is certain we can carry nothing out. And having food and clothing, with these we shall be content

James 4:7-8

Therefore submit to God. Resist the devil and he will flee from you. Draw near to God and He will draw near to you. Cleanse your hands, you sinners; and purify your hearts, you double-minded.

Jeremiah 29:11-13

For I know the thoughts I think toward you says the Lord, thoughts of peace and not of evil, to give you a future and a hope. Then you will call upon Me and go and pray to Me, and I will listen to you. You will seek Me and find Me when you search for Me with all your heart.

Psalms 23

The Lord is my Shepherd, I shall not want. He makes me to lie down in green pastures; He leads me beside the still waters. He restores my soul; He leads me in paths of righteousness for His name sake. Yea, though I walk through the valley of shadow of death, I will fear no evil; for You are with me; Your rod and Your staff, they comfort me. You prepare a table before me in the presence of my enemies; You anoint my head with oil; my cup runs over. Surely goodness and mercy shall follow me all the days of my life; and I will dwell in the house of the Lord forever.

Events

Bible Relay – Cont'd

Ephesians 6: 10-12

Finally, my brethren, be strong in the Lord and in the power of His might. Put on the whole armor of God, that you may be able to stand against the wiles of the devil. For we do not wrestle against flesh and blood, but against principalities, against powers, against the rulers of darkness of this age, against spiritual hosts of wickedness in the heavenly places.

Ephesians 6: 13-18

Therefore, take up the full armor of God, that you may be able to withstand in the evil day, and having done all, to stand. Stand therefore, having girded your waist with truth, having put on the breastplate of righteousness, and having shod your feet with the preparation of the gospel of peace; above all, taking the shield of faith with which you will be able to quench all the darts of the wicked one. And take the helmet of salvation, and sword of the Spirit, which is the word of God; praying always with all prayer and supplication in the Spirit, being watchful to this end with all perseverance and supplication for all the saints.

Proverbs 3:5-8

Trust in the Lord with all your heart and lean not on your own understanding; in all your ways acknowledge Him, and He shall direct your paths. Do not be wise in your own eyes; fear the Lord and depart from evil. It will be health to your flesh, and strength to your bones.

Matthew 28:19 -20

Go therefore and make disciples of all the nations, baptizing them in the name of the Father and of the Son and of the Holy Spirit, teaching them to observe all things that I have commanded you; and lo, I am with you always, even to the end of the age, Amen.

Events

Club Drill

Points will be awarded for giving commands using the correct words, on the correct step, and for performing the commands correctly. The Pathfinder Club Drill Manual will be used in grading. These commands are taken from the Drilling & Marching (Basic) and Drilling & Marching (Advanced) honors.

Below is the list of commands that must be used in the entire event. **They can be used in any order – but all commands must be used. The person calling the commands (drill master) must march with the Pathfinder group and know the commands by memory.**

Commands:

Attention	Right Face	Left Flank
Parade Rest	Left Face	Column Right (with column of threes or fours)
Stand At Ease	About Face	Column Left
At East	Fall Out	Rear March
Dress Right Dress	Mark Time	Halt
Prayer Attention	Forward March	
Present Arms	Eyes Right	
Order Arms	Right Flank	

BONUS POINTS - With a unit guidon demonstrate the six basic positions:

Order Guidon	Salute at Order	Present Guidon
Carry Guidon	Salute at Carry	Raise Guidon

Reference Material

Drilling and Marching – Basic

https://en.wikibooks.org/wiki/Adventist_Youth_Honors_Answer_Book/Recreation/Drilling_%26_Marching

Drilling and Marching – Advanced

http://wiki.Pathfindersonline.org/w/Adventist_Youth_Honors_Answer_Book/Recreation/Drilling_%26_Marching_-_Advanced

Events

Club Drill – Cont'd

Grading

Total 200 points for this event

Part 1 – 62 points maximum

All 21 commands used and performed correctly	21 points (1 per command)
Automatic cover at Fall In	10 points
No words, arms drop when done	10 points
Hands correct for Parade Rest	5 points
Hands correct for Present Arms	5 points
Cover arm length +6 inches (front)	1 point
March as a uniform unit	10 points

Part 2 – 23 points maximum

Column Left on left foot	5 points
Right Flank on right foot	5 points
Eyes Right on right foot	5 points
Commander turns head and salutes	2 points
Ready Front on left foot	2 points
To the Rear March given on left foot, one step and turn	2 points
Left face and about face, completed as a single move	2 points

Part 3 – 45 points maximum

March with cupped hands	10 points
Arm swing straight and 9-6	10 points
Eyes Right all turn but right file keeps alignment	5 points
Column, turn on left, auto half step	5 points
Flank, turn on right, no half step	5 points
Column full step when commanded	5 points
Fall Out – About face, one step, then anywhere	5 points

Part 4 (Bonus) – 30 points maximum

Order Guidon	5 points
Carry Guidon	5 points
Salute at Order	5 points
Salute at Carry	5 points
Present Guidon	5 points
Raise Guidon	5 points
Participation	70 points

Events

Memory Challenge/PBE Tent

This event runs all day Friday and Saturday. This is not for points, and any Pathfinder can participate.

This is how it works –This event counts as participation for the Friday events. (each Pathfinder must participate in four events on Friday)

There are six memory verses they can memorize. There will be Memory Verse Judges in the TLT tent and in the PBE tent. If they recite the correct memory verse (English or Spanish) to the judge, they will receive a button for that verse.

They must be memorized in English from the NKJV, or in Spanish from the Reina Valera 1995.

Bible verses for the memorization

English

1 Kings 2:3, NKJV

³ And keep the charge of the Lord your God: to walk in His ways, to keep His statutes, His commandments, His judgments, and His testimonies, as it is written in the Law of Moses, that you may prosper in all that you do and wherever you turn;

1 Kings 3:11-12, NKJV

¹¹ Then God said to him: “Because you have asked this thing, and have not asked long life for yourself, nor have asked riches for yourself, nor have asked the life of your enemies, but have asked for yourself understanding to discern justice, ¹² behold, I have done according to your words; see, I have given you a wise and understanding heart, so that there has not been anyone like you before you, nor shall any like you arise after you.

1 Kings 18:21, NKJV

²¹ And Elijah came to all the people, and said, “How long will you falter between two opinions? If the Lord is God, follow Him; but if Baal, follow him.” But the people answered him not a word.

Ruth 1:16, NKJV

¹⁶ But Ruth said:

“Entreat me not to leave you,
Or to turn back from following after you;
For wherever you go, I will go;
And wherever you lodge, I will lodge;
Your people *shall be* my people,
And your God, my God.

Ruth 2:12, NKJV

The Lord repay your work, and a full reward be given you by the Lord God of Israel, under whose wings you have come for refuge.”

Q & A

Q: Do all of my Pathfinders have to participate?

A: No, Pathfinders are not required to participate in the Memory Challenge.

However, it would be nice if clubs worked on this together.

Q: When will these judges be available?

A: They will be available all day Friday and Saturday, except during meetings.

Events

Ruth 4:17, NKVJ

¹⁷ Also the neighbor women gave him a name, saying, “There is a son born to Naomi.” And they called his name Obed. He *is* the father of Jesse, the father of David.

Spanish

1 Reyes 2:3, RVR1995

³ Guarda los preceptos de Jehová, tu Dios, andando en sus caminos y observando sus estatutos y mandamientos, sus decretos y sus testimonios, de la manera que está escrito en la ley de Moisés, para que prosperes en todo lo que hagas y en todo aquello que emprendas;

1 Reyes 3:11-12, RVR1995

¹¹ Y le dijo Dios:

—Porque has demandado esto, y no pediste para ti muchos días, ni pediste para ti riquezas, ni pediste la vida de tus enemigos, sino que demandaste para ti inteligencia para oír juicio, ¹² voy a obrar conforme a tus palabras: Te he dado un corazón sabio y entendido, tanto que no ha habido antes de ti otro como tú, ni después de ti se levantará otro como tú.

1 Reyes 18:21, RVR1995

²¹ Entonces Elías, acercándose a todo el pueblo, dijo:

—¿Hasta cuándo vacilaréis vosotros entre dos pensamientos? Si Jehová es Dios, seguidle; si Baal, id en pos de él.

Y el pueblo no respondió palabra.

Rut 1:16, RVR1995

¹⁶ Rut respondió:

—No me ruegues que te deje

y me aparte de ti,

porque a dondequiera que tú vayas, iré yo,

y dondequiera que vivas, viviré.

Tu pueblo será mi pueblo

y tu Dios, mi Dios.

Rut 2:12, RVR1995

¹² Que Jehová te recompense por ello, y que recibas tu premio de parte de Jehová Dios de Israel, bajo cuyas alas has venido a refugiarte.

Rut 4:17, RVR1995

¹⁷ Y le dieron nombre las vecinas, diciendo: «¡Le ha nacido un hijo a Noemí!»

Y le pusieron por nombre Obed. Éste fue el padre de Isaí, padre de David.

Trees, Pins, Parade

Tree Planting

We have permission to plant trees at Lake Whiney Ranch. Some will be for shade and some for a wind break. We would love your help. Our goal is to plant 100 trees! Each tree will cost \$125-\$150. This covers the cost of the tree, the posts, the fencing, and watering system. Can your club or individuals at your church help us? We will plant them at camporee on Thursday after you set up camp. If you would like to donate a tree but will not be able to plant it, we have Master Guides who are ready and willing to help. We have made special commemorative pins in honor of this special tree planting. **You will receive one free pin with each tree donation plus the ability to purchase additional pins for your group.** Tree purchase will be done through Camporee registration. Please consider helping us make our camping experience at Lake Whitney Ranch a more beautiful and pleasant experience for generations to come.

Pin Trading

We will have a pin trading activity Saturday night after vespers in the main tent. Bring your Oshkosh pins you wish to trade. Maybe you can find the one pin you are missing!

Encourage your pathfinder groups to get the honor before camporee. It is not a requirement, but highly encouraged.

Here is the link to the Honor with the key

https://wiki.pathfindersonline.org/w/AY_Honors/Pin_Trading/Answer_Key

#7-9 Talks about pin trading etiquette

Sabbath Parade

We will be having our parade on Sabbath morning as usual. Instructions on when and where to meet will be given out at camporee when you get your packet on arrival. Remember you will be marching with your Diamond club guidon if you have one. Also, if your club has a banner please bring it to march with also. If you have a drum corps or marching band, please contact us.