

THE BIRTH OF A PATHFINDER FAIR



The Pathfinder Fair is a gala occasion for the Pathfinder Clubs of a conference/mission or designated area. Usually, these occasions take place on Sunday and extend from ten o'clock in the morning until four or five o'clock in the afternoon. The club members are invited to come in uniform, bring hobbies and exhibits, prepare various demonstrations, be prepared to march in a parade, and send teams for drill demonstrations.

Purpose: Members exchange ideas and get a sense of the strength of the Pathfinder movement within the area.

This special occasion is also the opportunity for the adult leadership to become acquainted and deepen fellowship in service for our junior youth.

The chief purpose for the fair is fellowship, an opportunity to see what other clubs are doing, and a general get-together which will increase the sense of belonging to a larger organization which is successful and strong.

The Pathfinder Fair also culminates the Pathfinder year program and, like the camporee, furnishes the opportunity and motivation for the Pathfinders to do their best and be well prepared for the different activities.

The Conference Youth Director is responsible for and directs the program, determines the events, and location of the Pathfinder Fair. He also arranges for the parade float and booths and fair judges.

It is advisable to appoint a Pathfinder Fair Committee of selected area coordinators/Pathfinder directors who will help both in the planning and direction of the fair.

Pre-Fair Planning

In many conferences/missions there is a Pathfinder Advisory Committee. This committee is comprised of representatives of the Pathfinder Club and related church entities, such as schools, churches etc. It is becoming more frequent, also, for area coordinators to be appointed. With the involvement of these responsible individuals lies the success of any conference-wide Pathfinder event such as the Pathfinder Fair and Pathfinder Camporee.

Planning Committees

A committee combining both groups could take up the fair as an item of business. The agenda should include all aspects of the fair -- theme, site, date, times, program, features, events, delegation of responsibility, budget, etc.

Site Selection

Securing the site year by year takes advanced planning. Usually a state/county/city fairground is suitable and should be booked well ahead with a signed contract. Once a site has been discovered to be centrally located, adequate to meet the needs of the conference/mission fair, within the budgetary provision, there is no need to frequently change the location.

- a. The location should be strategic for most of the clubs, yet in a place which is most conducive to a successful fair.
- b. Choose a date which will guarantee a crowd. Some have it coincide with a school vacation where possible. Others, which have ten-day camp meetings, conduct their fairs on a Sunday afternoon on the campground. There are no other meetings scheduled at the time. It begins with the serving of the noon meal at the Pathfinder booths, and ends with the awarding of the ribbons or trophies during the preliminaries of the evening in the senior pavilion. Many have the fair in the spring and the camporee in the fall.
- c. Announce the time and the place long in advance. (See Advance Planning Schedule p. 48.)

Fair Expenses

- a. Study the assets and liabilities of your fair location and facilities and determine what expense will be incurred. (See sample budget outline, p. 50.)
- b. Designate to the club directors the expenses for which they and the conference are responsible.
- c. Other.

FAIR COMMITTEES

- a. **Registration, Reception and Booth Committee.** It is responsible for setting up the registration desk, marking out the places for the booths, putting up welcome signs or decorations as necessary, and registering the clubs as they arrive.
- b. **Parade and Judging Committee.** It is responsible to judge the parade, booth demonstrations, field events, etc.
- c. **Reviewing Stand Committee.** It is responsible for erecting and arranging reviewing stand.

- d. **Grandstands Committee.** Check the grandstands area to see that stands are set up, swept, dusted, and that all is in order, including assigned space for clubs where necessary with proper light.
- f. **Public Address System.** Arrange for any and all of the PA systems needed for the fair.
- f.. **Others.**

FAIR THEME SUGGESTIONS

THEME -- Each Pathfinder Fair should have a theme like "Pioneering," "Our National Heritage," "Skills of Mind and Body," "Maranatha," "At Home in the Forest," etc. All the activities -- booths, parade, floats, events, etc. -- will be built around the theme.

THEME IDEAS

1. AY Honor areas (any one of the seven areas -- for example, nature)
2. Sports
3. Kites
4. Track and field
5. Bicycles
6. Floats
7. Arts and crafts
8. Evangelistic motif
9. Centennials (religious or secular; states or people)

THEME PHRASES

1. Early America - pioneer
2. Early America - Indian
3. Early America - western
4. History lives again
5. Days of yesterday
6. Golden West of '49
7. Patriotism
8. Good citizenship
9. Religious liberty
10. Brotherhood - nations of the world
11. Pathfinder history
12. SDA Church history - places and personalities
13. Pathfinders today - leaders tomorrow
14. Highways to adventure
15. Pathfinders today - the pioneers of tomorrow
16. Outer space

17. Pathfinders on the launching pad
18. Pathfinders in orbit
19. Pathfinders on parade
20. Pathfinders in action
21. Pathfinders share
22. Pathfinders serve God and man
23. We serve, we seek, we save
24. All out for service
25. Living, serving, observing (living by camping and outdoor skills; serving through missionary endeavor; observing nature).
26. On the King's business
27. Growing as Jesus did . . . "In wisdom and stature and in favor with God and man"
28. Pathfinders are physically fit
29. Fitness - physical, mental, spiritual
30. Youth through Christ can change the world
31. Outdoor living
32. God's other book - nature
33. God's second book - nature
34. Thanks be to God at Thanksgiving time (if fair is in fall of the year)
35. Camping in God's great world
36. Conservation
37. Nature's wonder world
38. Harvest festival
39. Seasons of the year
40. Good sportsmanship
41. Precious memories
42. Pathfinder skills
43. At our best
44. Creation

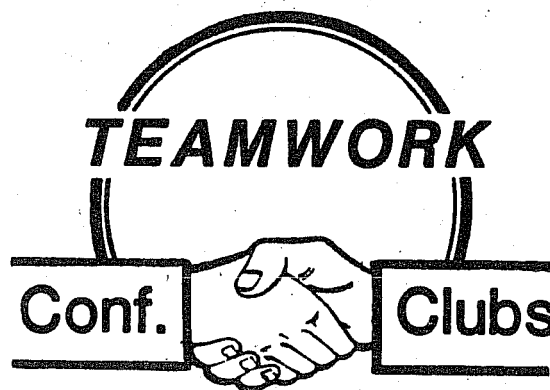
SPECIAL FEATURES SUGGESTIONS

1. Sail plane demonstration
2. Model airplane flying demonstration or show by a local club
3. Glider plane show
4. Parachuting by trained personnel
5. Airplane drop
6. Arrival of a special feature speaker by helicopter
7. Sky diving
8. Rooster catch
9. Greasy pig catch
10. Talk and demonstration by a zoo curator or naturalist
11. Horseback riding club demonstration
12. Trained dog show
13. Other trained animal show (monkeys, etc.)
14. Trained birds show
15. Baton artist
16. Relay team

17. Pole vaulting
18. Physical fitness demonstration
19. Championship personalities
20. Archery demonstration by a professional
21. Go carts
22. Soap box derby race
23. Magician demonstration
24. Precision marching
25. Academy or college tumbling team
26. Drum and bugle corps exhibition
27. Marching band exhibition
28. Band concert
29. Indian lore and dancing (by a local club)
30. Fire truck and firemen in a dramatic lifesaving exhibition
31. Old model automobile show
32. Decorated bicycles
33. Famous personalities, such as governor, mayor, division president
34. Local clubs (civic, schools, universities; check with Chamber of Commerce)
35. Outstanding "fine arts" personality
36. Mother's Day flower presentation (if fair is held in May near date)
37. Pathfinder-of-the-year recognition or presentation
38. Hot-air balloon

SUGGESTIONS FOR PATHFINDER FAIRS

1. **New Clubs** -- Many new clubs are discouraged at times because they do not have all the equipment and uniforms, but by just being at a fair they will gain a great deal of inspiration and a host of new ideas to take back and start implementing in their clubs. Special recognition to new clubs should be given for their encouragement.
2. **Uniforms** -- All Pathfinders and staff members are urged to wear uniforms, but new members should not miss the fair if they do not have a neckerchief. AY honor sashes and other dress uniform regalia are also desirable for parades, and for those manning the booths. Field uniforms may be worn for outdoor events.
3. **Awards** -- All clubs present should get some award just for being present. As mentioned in the camporee events, participants should strive toward a personal standard of excellence and not be competing against each other. It should be possible for all clubs to receive awards and ribbons.
4. **Flags and Guidons.** -- Clubs should bring their club flag and guidons for each unit. These should be posted in the booth and carried in the parade.
5. **Floats** -- Contributing greatly to the success of a fair are club floats, which should depict the general theme or some interesting phase of the Pathfinder work as established by the youth director. Floats do not need to be large, but a large percentage of Pathfinders should work on the preparation of them and not just the directors. Such themes as outdoor life, nature, hobbies and crafts, AY Honors, first aid, worship, missionary activities, group living, education, and body building are in order.
6. **Food Booths** -- The conference will send a questionnaire to each club asking for the first, second or third choices of food, and suggesting menus. Each club will then be notified of the specific food item or items that it can sell at the fair and table space will be provided. Clubs will furnish food and all necessary equipment such as hot plates, extension cords, etc. Food should be sold at reasonable prices. The total menu assigned to the clubs may include such foods as candy apples and punch; ice cream and cocoa; or slushes, corn dog, pop corn, pies and cakes, fruit drink, donuts, cookies, pizza, vegeburgers, chili beans, etc.
7. **Parade** -- The parade is usually the first major happening, either at 10:30 a.m. or 1:30 a.m. The Pathfinder Clubs should have specific instructions as to all the formality and commands to be given at the fair. A Pathfinder uniform is required for the parade. There will be a reviewing stand set up and as clubs pass



this from the left of the reviewing stand the Pathfinders receive the command "Eyes right." Clubs should be able to execute "Attention," "Present arms," "Order arms," "Parade rest," "Left face," "Right face," "About face," "Dress right," "Ready, front," "At ease," etc.

8. **Club Booths** -- Each club will want to have a club booth and there display the finest in originality, ingenuity, craftsmanship, and skill. The judges will take into consideration at least three things as they judge the booths:

a. **Appearance of the booth.** The overall appearance as to its appropriateness, attractiveness, and motif, and whether it brings out the general theme of the fair will be factors. Adult leaders may assist the Pathfinders in arranging and preparing the booth; however, judges will give more points when greater Pathfinder participation has been used in the preparation of the booth.

b. **Pathfinder display in the booth.** This relates to the collections, hobbies, handicrafts, or other exhibits made by the Pathfinders which bring out the theme of the booth. These collections are to be the work of the Pathfinders in the club and should not be judged as individual exhibits, but rather as contributions to the number of points possible for the booth display.

c. **Demonstrations.** This refers to the actual working demonstrations by the Pathfinders in the booth at the specific time of judging. It should be related to the theme of the booth and adults should not be obvious in the demonstrations.

9. **Ideas for Booths:**

- Arts and Crafts** - leathercraft, textile painting, contact printing
- Household Arts** -- display of canned, cooked or baked foods, dressmaking, needlecraft
- Mechanics** -- radio, model railroad
- Missionary Endeavor** -- home nursing, first aid
- Nature** -- butterfly and insect displays, shell collections, terrarium
- Outdoor Industries** -- display of different kinds of honey, with glass display cases of live bees
- Recreational Pursuits** -- a camping display with someone setting up a camp kitchen

These are only a few of the many things that could be done.

10. **Personal Exhibits** -- These exhibits can be entered by individual Pathfinders or by the club. These should be different from those used to decorate the booth. The exhibits can be judged on the following groups:

Group #1 -- **Crafts and Model Making**

- a. Leathercraft, metalcraft, soap carving, woodworking, ceramics, photography, weaving
- b. Airplane models, automobile models, train models

Group #2 -- Collections

Stamps, coins, items from foreign countries, (especially collections which apply to an AY Honor)

Group #3 -- Nature

Particularly exhibits of rocks, moths, butterflies, birds, shells

Group #4 -- Household Arts

- a. Cooking -- jams, jellies, canned fruits and vegetables, bread (including rolls, buns), pastries (including pies, cakes, cookies), candy (including fudge, health candy).
- b. Sewing -- dresses, plain and fancy aprons, plain and fancy tea towels, pot holders, knitting, embroidery work, (especially displays covering AY Honors)

Group #5 -- Pets, Livestock and Poultry

- a. Pets -- Do not bring just a cat or dog, but bring pets that are a bit different, such as a parrot, monkey or an unusual type of dog or cat
- b. Livestock and Poultry -- Suitable enclosures must be provided for these if they are to be in the booth. Otherwise, they should be placed in the area especially provided outside the auditorium and the youth department should be notified in advance of the fair.

Group #6 -- Agriculture and Flower Culture

- a. Garden produce should be displayed in small amounts, usually on paper plates.
- b. Flowers can be displayed either in special arrangements or as potted plants.

11. **Judging** -- This is a very important aspect of a fair. Select male and female judges who have some knowledge of Pathfinding; others with an artistic sense; some who know about drilling and marching. Officials from the city could be invited as well as union, division and General Conference youth directors when possible. The judges must have a complete sheet of instructions and meet to decide how to handle the different activities. The union youth director, for example, could be made chairman of the judges. On following pages are detailed suggestions for Pathfinder Fair judging.

FAIR DATELINE

(Sample information for Pathfinder Bulletin)

1. When to arrive: Plan to arrive (time of arrival).
2. When the auditorium will open: The auditorium will open for construction of booths and displays at (time of opening). Please do much of your booth preparation in advance, so that the allotted hours in the auditorium will be ample.
3. Color guards: During the parade, have your color guard march in front of your club. They should carry the following flags if possible: of the country, Pathfinder, state etc.
4. Drill Down: One boy and one girl from each club. Please have name vests with club name for each participant.
5. Who marches in the parade: All Pathfinders, counselors, staff, and pastors are to march in the parade. This will add tremendously to the parade.
6. Bulletins to clubs should contain detailed information on insurance, fair setup, schedule, regulations, participation, parade theme and formation, booths -- dimensions and shape, exhibit areas, event list, judging procedures and awards, parking, trash and garbage.

When the clubs arrive

1. Upon arrival the club director, or who ever he designates, registers the entire club at the registration booth.
2. The director should furnish the following information for his club:
 - a. Distance from fair
 - b. Total membership of club
 - c. Per cent of membership at the fair
 - d. Per cent of membership in uniform
 - e. Flag and guidons in club
 - f. Approximate date the club was organized
3. At the registration booth the director is given a number which may designate three things:
 - a. The number of the club's booth location
 - b. The club's place in the parade or review
 - c. The club's order in the afternoon demonstrations
4. At the same time the director may also be given a supply of exhibit cards to be used to identify craft or hobby displays. These should provide for the name of the Pathfinder, his age, and his club. Several different colors of cards may designate various age categories or objectives.
5. Other materials may be given to the club director at the time of registration.

6. The club should immediately begin setting up its booth and exhibits
7. Clubs selling food should set up at this same time in a different place as designated by the conference.
8. If the parade is in the morning, clubs should get ready for the parade next. Otherwise, the sale of food is first and then clubs get ready for the parade.
9. Other.

REGISTRATION

1. Have registration forms available on site at conference booth for:

- a. Payment of any fees
- b. Club's name
- c. Number of Pathfinders in attendance
- d. Number of staff in attendance
- e. Special highlights of the year in a sentence or two to be read about them during the parade.
- f. Confirmation of events in which club will participate.

2. Have notice posted regarding lost and found items

Registration should start around 8:00 a.m. for the clubs which have come to participate in the fair. One adult officer from each club is to register for the whole club; it is not necessary for the individual Pathfinders to register. As they register they can furnish information regarding the distance they traveled to the fair, total membership of the club, percentage of membership at the fair, percentage of membership in uniform, flag and unit guidons in the club. Other interesting facts about the clubs may be given, such as when they were started, special projects, spiritual activities, youth baptized in the club as a result of Pathfinder efforts.

PATHFINDER FAIR

PRE-PLANNING WORKSHEET

I T E M	Days	Completion Date	Person Responsible
1. Organize fair committee	- 210		
2. Select theme	- 210		
3. Determine events	- 210		
4. Select and reserve location	- 210		
5. Determine budget	- 150		
6. Plans for special feature (if any)	- 120		
7. Secure special guest	- 120		
8. Develop promotion bulletin	- 120		
9. Print promotion bulletin	- 110		
10. Mail promotion bulletin	- 105		
11. Determine personnel needs	- 120		
12. Select personnel:	- 120		
Fair coordinator			
Events director			
Judges			
Security			
Grand parade director			
Booth coordinator			
Food-booth coordinator			
Parking coordinator			
13. Order awards, trophies, ribbons	- 120		
14. Plan tentative agenda	- 100		
15. Obtain fire permit, etc. (if needed)	- 60		
16. Physical arrangements:	- 60		
Electrical hook-ups			
Lighting			
Public address system			
Sanitation			
Truck			

ITEM	Days	Completion Date	Person Responsible
17. Finalize agenda	- 60		
Send out: Score sheets Program Map and directions	- 60		
18. Publicity (union paper, etc.)	- 60		
19. Print fair agenda	- 30		
20. Develop equipment checklist (Things to take to fair) PA system Flags Banners Signs Lighting (special)	- 30		
21. Pre-fair setup - stakes indicating event location - lines for booths drawn - making signs for special areas	- 2-5		
22. Pathfinder Fair			
23. Follow-up Thank you letters Return equipment Publicity			

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Sample #15 **PATHFINDER FAIR BUDGET**

1. Study the assets and liabilities of your fair location and facilities, and determine what expense will be incurred.
2. Designate to the club directors the expenses for which they and the conference are responsible.
3. Other.

INCOME		2,405.
Charges for space rental	500.	
Club food booths	450.	
Adventist Book Center display	50.	
Ticket sales and/or entrance	550.	
Advertising in fair brochure	750.	
AY offering sub fund	605.	
EXPENDITURES		2,405.
Facility rental costs	925.	
Holding deposit	150.	
Fee (less deposit)	650.	
Set-up charges	75.	
Damages	50.	
Services	125.	
PA system	40.	
Electrical	85.	
Publicity/Information	195.	
Union paper advertising	35.	
Church posters/bulletin inserts	80.	
Fair program guides	80.	
Program aids special features	435.	
Guest band	50.	
Special guest	175.	
Travel	75.	
Room/board	75.	
Gratuity	25.	
Banners, signs, decorations	100.	
Guests, security		
judges, meal tickets	75.	
Youth Department booth	20.	
Summer camp booth	15.	
Events/Awards	335.	
Supplies	50.	
Ribbons	85.	
Trophies	200.	
Miscellaneous	390.	
Reserve Fund	390.	



FAIR SCHEDULE NO.1

6:00 - 9:00 a.m.	Preparation of display booths
7:00 - 8:45	Directors register clubs
9:00 -10:30	Booth judging
9:15 -10:30	Formation and inspection
10:45	Parade staging
11:00	OFFICIAL FAIR OPENING Parade, opening ceremonies, and fair program
12:00 - 1:30	Lunch
1:30	Events:
	1.
	2.
	3.
	4.
4:00	Awards and presentations

CLUB BOOTH SETUP

Saturday evening following sundown to 12:00 midnight

Sunday - 6:00 a.m. to 8:30 a.m.

HOBBIES AND CRAFTS DISPLAY SETUP

Saturday evening following sundown to 12:00 midnight

Sunday - 6:00 a.m. to 8:30 a.m.

Sample #17



FAIR SCHEDULE NO.2

8:00 a.m.	Registration
8:00 - 10:00	Prepare booths
10:00 - 12:45	Olympics and lunch
	<ol style="list-style-type: none">1. Fire building2. Knot tying relay3. Pup-tent pitching4. Field and track events5. Drill contest
12:45 - 1:00	Return to auditorium
1:00 - 2:00	Visit other booths
2:00	Pre-parade preparation
2:15	Assemble for parade
2:30 - 3:15	Parade, Pledge of Allegiance, post colors, etc.
3:25 - 3:45	Special feature
3:45 - 4:00	Presentation of awards
4:00	Benediction and "Good-bye - May God bless you."

Sample #18

PATHFINDER FAIR APPLICATION



Please fill out and return this form as soon as possible to the youth director in the local conference.

Club _____

Director _____

Number of Pathfinders in club _____

Number of staff in club _____

We will attend the fair _____ Yes _____ No

We will enter:

_____ Display booth

_____ Float

_____ Drill team

Field events:

List field events _____

Filled out by _____

PATHFINDER FAIR ADMINISTRATION

Directing the fair means that you see to it that the committees and personnel assigned do the following:

1. On-site preparation
2. Registration
3. Communications
4. Security assignments
5. Clean-up -- garbage disposal, sanitation
6. Insurance
7. First aid/medical
8. Follow through
 - a. Evaluation
 - b. Accounts
 - c. Recommendations
 - d. Pastoral contact
 - e. Publicity

Security -- Have several individuals designated as security personnel. They will maintain tight security over the booths and other areas at the fair. Try to make sure, too, that someone stays by your more valuable items at the fair. An ounce of prevention is worth a pound of cure.

Fair Personnel -- Personnel should be appointed to be in charge of:

- Booth displays (set up assignments in clubs)
- Food booths (club assignments)
- Parking
- Organizing club line-up for parade
- The judges
- Conference information booth
- Pathfinder supplies store
- Camp promotional booth
- Platform:
 - Opening ceremony
 - Events
 - Closing ceremony
- Clean-up crew
- Security

Communications

1. Equipment - options
2. PA system
3. Bull horns
4. Whistles
5. Paging system
6. Sufficient information and instruction ahead of time to proper people
7. Program folder of schedule to participating club directors

ON-SITE SETUP

1. Mark out areas, spots, etc., for display booth.
2. Mark out spaces for food booths (label booths for each club)
3. Set up arena platform with steps
 - PA system
 - Chairs
 - Podium
 - Emblems
 - Program
4. Set up parade route with cones, markers, etc.
5. Set up conference booth.
6. Set up Pathfinder store sales booth.
7. Mark out events starting, action, and finish lines.
8. Set up first-, second-, third- place standards.
9. Place signs where appropriate (parking, registration arrows, etc.).
10. Set up special program props, stage decorations, etc.
11. Arrange for distribution site for award storage.

FAIR JUDGING

All Pathfinder Fair events are judged against a predetermined standard, thus making it possible for more than one club to win a first-place award in each event. This eliminates, to a great degree, the problem of competition between clubs.

BOOTHS

A total of 30 points may be earned on a booth display. Each club may have one booth with the theme of the display being one of the seven general divisions of the AY Honor subjects. The seven divisions are:

1. Arts and Crafts
2. Household Arts
3. Mechanics
4. Missionary Endeavor
5. Nature
6. Outdoor Industries
7. Recreational Pursuits

All displays will be judged and graded as follows:

1. **Appearance.** From one to ten points are possible under this section. This refers to the overall appearance of the booth as to its appropriateness, attractiveness, originality, design, and whether the motif brings out the general theme of Pathfinder activity. Adult leaders can assist the Pathfinders in arranging the booth.
2. **Pathfinder Display.** From one to ten points are possible under this section. This refers to the collections, hobbies, handicrafts, or other exhibits made by Pathfinders which bring out the theme of the booth. These collections, etc., are to be the work of the Pathfinders in the club. A variety of AY Honors within each of the seven divisions should be included in the display.

3. **Working Demonstrations.** From one to ten points are possible under this section. This refers to the active working demonstration by Pathfinders in the booth during the time the booths are being judged. Demonstration should be related to the theme of the booth. No adult leaders should be obvious in this demonstration.

FIELD EVENTS

1. **Marching.** Participants in the marching event will be divided into two divisions: Clubs having less than 15 members will form one division; clubs having more than 15 members will form the second division. Either a select group or the entire club may participate. Score sheets are provided for judges in these types of events.

A total of 10 points will be possible for this event as follows:

8 points for the following maneuvers: Assemble, dress right, salutes, facings, count off, marching in step, flank movement, column movements, to-the-rear-march, and oblique.

2 points for original and unusual movements.

1st place, 9 - 10 points

2nd place, 7 - 8 points

3rd place, 5 - 6 points

2. **Timed Events.** In some field events in which the participants are racing against time, the standard by which the event is judged is speed and accuracy.

Some problems have been encountered in this type of event evolving from the difficulty in separating first-, second-, and third- place winners in a closely timed event, such as knot tying, etc. One solution to this problem is to use a series of three ropes at a given finish line. The ropes are stretched parallel on the ground about four feet apart. Length of the ropes depends upon the number of participants in the events. At the sound of the beginning starter gun, rope #1 is held up. When a Pathfinder finishes the event he runs to the rope. When the time allowed for first place has elapsed, the gun sounds and rope #2 is held up. Thus those who finish in first place are caught between the ropes #1 and #2. When the time allowed for second place has elapsed, the gun again sounds and rope #3 is raised, thus those finishing in second place are caught between ropes #2 and #3, etc. Participants must be instructed to run to the finish rope and remain there until event is completed and record taken by the secretary.

PARTICIPANTS

1
2
3
4
5
6

#3 #2 #1

PATHFINDER FAIR CLUB POINT SYSTEM

ATTENDANCE*

91% - 100%	20 points	20 points
76% - 90%	15 points	
51% - 75%	10 points	
50% or less	5 points	

MEMBERS IN UNIFORM*

91% - 100%	20 points	20 points
76% - 90%	15 points	
51% - 75%	10 points	
50% - less	5 points	

CLUB FLAG*

For displaying Pathfinder Flag	5 points
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UNIT GUIDONS*

For having unit guidons for each unit in club	5 points
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BOOTH AND EXHIBIT DISPLAY

30 points

PARADE FLOATS

20 points

Each entry	5 points
Appearance	1 - 5 points
Theme	1 - 5 points
Participation by Pathfinders	1 - 5 points

FIELD EVENTS

1st, 20 points
2nd, 15 points
3rd, 10 points

* Points are awarded only if club directors make a report on these items at registration desk.

Sample #19

SCORE RECORD

BOOTHS
(20 Pts. Possible)

Club Name	Theme (1-10)	Demonstration (1-10)	TOTAL
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Craft and AY
Honors
(15 Pts. Possible)

SCORE RECORD

Club Name	Entry	General Display	Appearance	Originality	Quality	TOTAL
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Soap Box Derby
(20 Pts. Possible)

SCORE RECORD

Club Name	Entry	150'(5)	200'(10)	250'(15)	TOTAL
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FLOATS
(20 Pts. Possible)

SCORE RECORD

Club Name	Appearance (1 - 20)	Total points possible (20)
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Sample #20

SCORE RECORD FOR JUDGES

Paul Revere's Ride
(15 Pts. Possible)

Club Name Entry (5) 26 or more sec.(5) 25 sec. or less(10) T O T A L

TOTAL

Each judge fills this out for each event.
The secretary then adds this to the Master Sheet.

Sample #21

BOOTHS and EVENTS SCORE SHEET

Events	Total
Clubs	Individual

SCORE SHEET -- FAIR BOOTHS

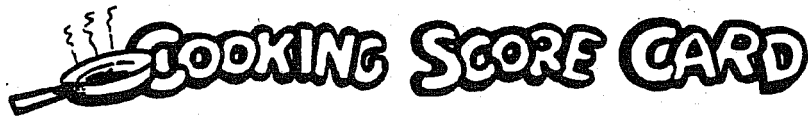
First place winners finish with a total of 30 points.

Club Name	Appearance (10)	Pathfinder Display (10)	Demonstration (10)	Total (30)

SCORE SHEET -- MARCHING

First place winners finish with a total of 10 points.

1. Assemble	4. Count off	8. Column movement
2. Dress right	5. Marching in step	9. Oblique
3. Salutes	6. Keeping proper intervals	10. Original or unusual movements
4. Facings		
Club Name		



COOKING SCORE CARD

DROP COOKIES

Appearance	A fairly uniform mound shape	1	2	3	4
Color	A delicately browned exterior	1	2	3	4
Texture	An interesting or novelty texture	1	2	3	4
Flavor	Good flavor	1	2	3	4

Total Points _____

BAR COOKIES

Appearance	A uniform well-cut shape	1	2	3	4
Texture	A rich, moist eating quality	1	2	3	4
Tenderness	A thin delicate crust	1	2	3	4
Flavor	An appealing flavor	1	2	3	4

Total Points _____

REFRIGERATOR COOKIES

Appearance	Uniform, thin slices	1	2	3	4
Color	Lightly browned surface	1	2	3	4
Texture	Crisp and crunchy texture	1	2	3	4
Flavor	Rich and flavorful	1	2	3	4

Total Points _____

ROLLED COOKIES

Appearance	Retains shape of cutter	1	2	3	4
Color	Lightly browned surface	1	2	3	4
Texture	Crisp thin cookie or soft thick cookie (depending on variety)	1	2	3	4
Flavor	Rich, delicate flavor	1	2	3	4

Total Points _____

MOLDED COOKIES

Appearance	Uniform, well-shaped	1	2	3	4
Color	Delicately browned	1	2	3	4
Texture	Crisp and tender	1	2	3	4
Flavor	Pleasing, well-blended	1	2	3	4

Total Points _____

MUFFINS

Appearance	Golden brown color. Slightly rounded top with cauliflower-like bumps, "pebbly"-looking. Creamy white inside.	1	2	3	4
Texture	Uniform medium texture. Slightly moist. Free from tunnels.	1	2	3	4
Tenderness	Break easily without crumbling. Light and tender.	1	2	3	4
Flavor	Pleasing. Gratifying. No flat taste.	1	2	3	4

Total Points _____

BREAD AND ROLLS

Appearance	Symmetrical and well-shaped, uniform size, uniformly golden-brown color, deeper brown for batter bread. Smooth, tender crust. Good volume. Uniform color inside.	1	2	3	4
Texture	Free from large air bubbles; characteristic of recipe used. KNEADED LOAF: moderately fine, even-grained; fairly thin cell walls. BATTER: open grain with a few large holes, medium-thick cell walls. ROLLS: fine, even-grained; thin cell walls.	1	2	3	4
Crumb	KNEADED LOAF AND ROLLS: moist and silky with an elastic quality. BATTER: moist, soft, short and tender.	1	2	3	4
Eating Quality	Fresh, tempting fragrance. Pleasing, well-baked flavor. Homemade breads have a nut-like or wheaty taste.	1	2	3	4

Total Points _____

BISCUITS

Appearance	Golden brown tops, sides lighter, symmetrical shape, uniform size; fairly smooth level top; 2 to 3 times size of unbaked biscuit; free from excess flour; creamy white inside; flaky, free from yellow or brown spots	1	2	3	4
Tenderness	Crisp and tender crust; moist and tender on the inside	1	2	3	4
Texture	Light and flaky, peeling off in thin sheets; medium-fine grain; slightly moist	1	2	3	4
Flavor	Pleasing, well blended, without any taste of bitterness	1	2	3	4

Total Points

PIE PASTRY

Appearance	Golden brown color; blistery surface; uniform, attractive edges; fits pan well	1	2	3	4
Tenderness	Cuts easily with table knife or fork	1	2	3	4
Texture	Flakes layered throughout crust; crisp eating	1	2	3	4
Flavor	Pleasant, bland flavor to enhance the filling	1	2	3	4

Total Points

FUDGE-TYPE FROSTING

Appearance	Soft and lustrous surface; molded into deep swirls; dark reddish-brown in color	1	2	3	4
Texture	Smooth and creamy; fine grained, no sugar crystals; soft enough to spread but stays on cake	1	2	3	4
Cutting	Will cut smoothly; stays on crust when cake is cut; does not crack	1	2	3	4
Flavor	Rich chocolate flavor, not too sweet; well-blended	1	2	3	4

Total Points

FLUFFY 7-MINUTE FROSTING

Appearance	A light, "marshmallow-like" interior; fluffy, glossy and swirled attractively	1	2	3	4
Texture	Fine-grained, soft, not sticky	1	2	3	4
Cutting	Cuts easily; will not pull away from crust when cake is cut	1	2	3	4
Flavor	Delicate, well-blended flavor	1	2	3	4
		Total Points			

ANGEL FOOD CAKE

Appearance (exterior)	Good volume, slightly rounded top; dark golden brown color of macaroon crust; deep cracks in crust	1	2	3	4
Appearance	Fairly uniform, small air cells; feathery light; moist, even color throughout	1	2	3	4
Tenderness	Light, soft and delicate; moist, very tender	1	2	3	4
Flavor	Delicate flavor, pleasant aroma	1	2	3	4
		Total Points			

CHIFFON CAKE

Appearance (exterior)	Good volume, slightly rounded top, cracked on surface, golden brown crust	1	2	3	4
Appearance (interior)	Uniform, small air cells; feathery light; moist delicate texture	1	2	3	4
Tenderness	Light and delicate; springy crumbs; moist; very tender	1	2	3	4
Flavor	Pleasing delicate flavor	1	2	3	4
		Total Points			

BUTTER-TYPE CAKE

Appearance	Surface smooth, fine-grained and golden brown; contour has slightly rounded top; high volume. Ring on top is characteristic	1	2	3	4
Texture	Fine-grained, small thin cell walls evenly distributed; light but not crumbly	1	2	3	4
Crumb	Soft and velvety; slightly moist, light and tender	1	2	3	4
Flavor	Delicate, sweet, well-blended flavor	1	2	3	4
		Total Points			



SEWING SCORE CARD

SKIRT

Construction	Darts--Turned correctly, even	1	2	3	4
	Seams--Straight stitching, correct width	1	2	3	4
	Zipper--Correct application, straight outside stitching	1	2	3	4
	Waistband--Even width, neat finish	1	2	3	4
	Hem--Even width, invisible stitch	1	2	3	4

Total Points

General Appearance	Neat, clean, appropriate color	1	2	3	4
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General Fit	Overall fit in waist, hips, length	1	2	3	4
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Total Points

Total Points for Skirt

SLACKS

Construction	Darts--Correctly done	1	2	3	4
	Seams--Correct width; straight stitching	1	2	3	4
	Zipper--Correct application; straight outside stitching	1	2	3	4
	Waistband--Even width; neat finish	1	2	3	4
	Hem--Even width; invisible stitch	1	2	3	4

Total Points

General Appearance	Pressed, clean, appropriate material	1	2	3	4
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General Fit	Overall fit in waist, length, hips	1	2	3	4
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Total Points

Total Points for Slacks

SHIFT

Construction	Darts--Turned correctly, even	1	2	3	4
	Zipper--Correct application, straight outside stitching	1	2	3	4
	Seams--Correct width, straight stitching	1	2	3	4
	Hems--Even width, invisible stitch	1	2	3	4
	Sleeves--No puckers	1	2	3	4

Total Points

General Appearance	Can wear color well, pressed neatly	1	2	3	4
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General Fit	Overall fit in bust, length, hips	1	2	3	4
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Total Points

Total Points for Shift

BLOUSE

Construction	Darts--Even, tied ends at point; pressed	1	2	3	4
	Seams--Correct width; straight, even, pressed	1	2	3	4
	Collar--Shaped evenly, no puckers; joined to blouse neatly; lies flat	1	2	3	4
	Sleeves--Hem turned evenly, no tucks; hand sewing neat and even	1	2	3	4
	Zipper--Neatly done	1	2	3	4
	Buttonholes--Neat, correct size, spaced evenly	1	2	3	4
	Hem--Even width; invisible stitch	1	2	3	4

Total Points

General Appearance	No wrinkles, clean, thread and buttons match	1	2	3	4
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	Overall fit in shoulders, waist, collar	1	2	3	4
--	---	---	---	---	---

Total Points

Total Points for Blouse

BOOTHS AND EXHIBITS

Each year approximately 60,000,000 people brave the dust, heat and crowds to look over displays by local merchants, farmers, and community organizations at state or county fairs. They come from all levels of society. They comprise all temperaments, religions, and intellects. But they have one thing in common--man's naturally insatiable curiosity.

Many of these exhibit-viewers can be reached in no other way. Businessmen are quick to realize this and make the most of a display of their wares. The business of the church is no less important. Fairs give an opportunity for the church to give a strong witness, especially in the areas of the dynamics of better living. Exhibits can be prepared in such a way as to fit into the environment and yet retain dignity and strength.

When Christ was upon earth He "attended the great yearly festivals of the nation, and to the multitude absorbed in outward ceremony He spoke of heavenly things, bringing eternity within their view." -- Evangelism, p. 36.

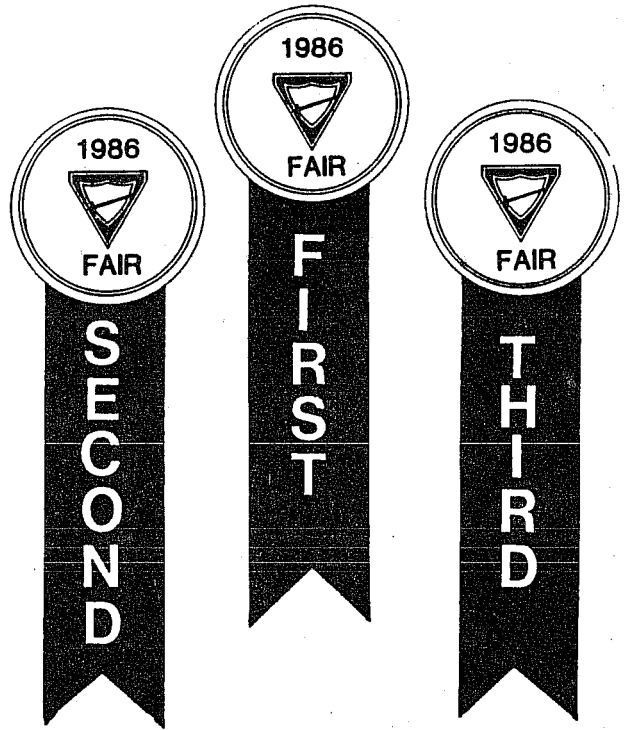
The attitude of early leaders of the church has been expressed: "We should improve every such opportunity as that presented by the St. Louis Fair. At all such gatherings there should be present men whom God can use. Leaflets containing the light of the present truth should be scattered among the people like the leaves of autumn. To many who attend these gatherings these leaflets would be as the leaves of the tree of life, which are for the healing of nations." -- Ibid.

It is not a simple matter to prepare a suitable display--one that will rightly represent the message. Considerable time and some outlay of cash will be necessary. But "the character and importance of our work are judged by the efforts made to bring it before the public." -- Ibid., p. 128.

On the following pages suggestions and rules are given that should prove helpful in planning Pathfinder Fair booths and exhibits. Study them carefully, consider the possibilities prayerfully, and put them to use!

BOOTH SUGGESTIONS

1. Be sure to give the exact size of the booth to the leaders beforehand. Also give information as to what the conference will furnish as to shelving, partitions, etc. Size of the materials for booths will depend on the number of clubs, facilities and ideas of the youth director.
2. Have a certain designated time to begin work on the booths. This gives everyone a fair chance.
3. Pathfinder leaders may direct assembly of the booth, but Pathfinders themselves should do the actual work. Assignments made to each one in your group will keep everyone happy.
4. Points may be awarded all clubs having their club flag and guidons for each unit. These should be posted in the booth and carried in the parade.
5. All craft and hobby displays should be work done by Pathfinders who are current members of the club. These displays may be from work done at home or in club meetings by Pathfinders. Nothing should be displayed in the booth that is not the work of a Pathfinder between ten and fifteen years of age. This is not the time to display the work of the Pathfinder leaders.
6. **BOOTH CONTENTS** -- Here are a few suggestions:
 - a. If the fair has a central theme, have the booth contain only an exhibit built around this theme. For example: If the theme of the fair is "Nature, God's Other Book," the booths would contain only a display of nature. All crafts, hobbies and honor items would be displayed in another area of the auditorium.
 - b. The booths may contain some exhibit which carries out the theme of the fair, displaying crafts, hobbies and AY Honor work that can be integrated into the theme.
 - c. Each booth may carry out the theme of one of the AY Honors. All other hobbies, crafts, etc. are , to be displayed in another area of the auditorium and judged separately.



- d. If there is no fair theme, or one which will include all of Pathfinding, all the exhibits may be placed in the club booths and judged as a unit.
 - e. Working demonstrations should be included in the booths. This is always good. Action creates special interest connected with rest of display.
 - f. The booth may be divided into two sections: one side for the demonstrations and the other for general exhibits. Each side is to be graded separately.
7. **Booth And Exhibit Standards For Grading** -- (This is a matter of youth director's preference.) Here are a few suggestions:
- a. The booth grade may be divided into three parts:
 - 1. Appearance - A specified number of points (usually 10) may be allowed for the overall appearance of the booth as to appropriateness, attractiveness, motif, bringing out of the general theme of the fair.
 - 2. Pathfinder Display - Specified number of points (usually 10) may be allowed for the display of collections, hobbies, handicrafts or other exhibits made by the Pathfinders which bring out the theme of the booth.
 - 3. Demonstrations - Specified number of points (usually 10) may be allowed for the actual working demonstration by the Pathfinders in the booth at a specified time (from 11:00 a.m. to 12:00 noon, for example). It should be related to the theme of the booth and adults should not be obvious during the demonstration.
 - b. The booth may be judged as a unit in itself, and the other exhibits awarded points also. The exhibits may be divided into categories as described later.
8. **Booth Themes** -- If the fair has a definite theme, the booths should be built around that. However, if the theme is all-inclusive, such as "service," for example, or there is no fair theme as such, the following suggestions may be helpful for booth themes:
- a. Hands of a Pathfinder
 - b. Pathfinder as an outdoorsman
 - c. Indian lore
 - d. Science
 - e. Peoples of the world
 - f. Historic events
 - g. AY Honor areas
 - 1) Arts and Crafts
 - 2) Household Arts
 - 3) Mechanics
 - 4) Missionary Endeavor
 - 5) Nature Study

- 6) Outdoor Industry
- 7) Recreational Pursuits
- h. Community service
- i. Any specific AY Honor
 - 1) Mammals
 - 2) Birds
 - 3) Campcraft
 - 4) Wilderness Living
 - 5) Flower Culture
 - 6) Photography
 - 7) Stamps

9. BOOTH DEMONSTRATION PROJECTS

- a. Demonstrations should be included in every fair. These may be performed in the booths, either:
 - a. During the time of the judging of the booths.
 - b. At a specified time when only the demonstrations will be judged.
An allotted time of ten minutes might be given for the demonstration.
- B. A suggested list of projects is given here. There are countless more. However, a list sent out to your Pathfinder leaders may get them going on this activity phase.

- 1) Airplane modeling
- 2) Leaf printing
- 3) Camping
- 4) Cooking
- 5) Cycling
- 6) Rocks and minerals (lapidary)
- 7) Photography
- 8) First aid
- 9) Finger printing
- 10) Leathercraft
- 11) Coppercraft
- 12) Archery
- 13) Masonry
- 14) Weaving
- 15) Rope making
- 16) Model trains
- 18) Electricity
- 19) Knots and lashings
- 20) Carpentry
- 22) Wood burning
- 23) Semaphore signaling
- 24) Safety
- 25) Radio phone
- 26) Radio, Morse Code signals
- 27) Leaf blueprinting
- 28) Plaster of Paris molding

- 29) Taxidermy
- 30) Nut culture
- 31) Basketry
- 32) Block printing
- 33) Flower arrangement
- 34) Glass painting
- 35) Indian arts and crafts
- 36) Metalcraft
- 37) Soap sculpture
- 38) Wood carvings
- 39) Auto mechanics
- 40) Insect hunting
- 41) Moth and butterfly mounting
- 42) Shell collecting
- 43) Spider collections
- 44) Telescope making
- 45) Tree and shrub collection
- 46) Weather station

EXHIBITS

First Award - Blue Ribbon
Second Award - Red Ribbon
Third Award - White Ribbon

PLAN ONE:

- a. Crafts, nature collections and other Pathfinder items may be displayed on tables arranged in the booths themselves, to be judged as an integral part of the booths. With this plan the club displays these items as a club unit, not individually.
- b. One craft or one nature item from each Pathfinder may be on display in the club booth for his individual achievement. There should be a card near the item telling name, age and grade in school. Each Pathfinder may be given a ribbon award if he has entered something to be judged. This is only an individual achievement award, and not related to the club's overall points. A set of judges different from those who judge the booths as a whole would be used to judge the individual crafts and collections, so that the judging could proceed simultaneously. In this plan every Pathfinder may go home with a first, second, or third ribbon award, and every entry would receive a ribbon of merit, thus encouraging individual achievement.

PLAN TWO:

- a. Tables arranged in an area different from the booths may be used strictly for craft exhibits. These tables should be well marked with placards designating the various clubs. Here again, the crafts may be judged on a club basis, or on an individual basis.

- b. If the exhibits are separate from the booths, here are a few ideas in categorizing them. Each exhibit may be grouped, classified and judged in one of the following six groups. Each entry, when it is indicated on the questionnaire, should be listed under one of these groups to assist in better organization:

GROUP NO. 1 -- CRAFTS AND MODEL MAKING

- a. Leathercraft, metalcraft, soap carving, wood carving, ceramics, photography, weaving, etc.
- b. Airplane models, automobile models, train models, etc.

GROUP NO. 2 -- COLLECTIONS

Stamps, coins, items from foreign countries, etc. (Especially collections which apply to an AY Honor.)

GROUP NO. 3 -- NATURE

Exhibits of rocks, moths, butterflies, birds, shells, etc.



GROUP NO. 4 -- HOUSEHOLD ARTS

- a. Cooking - Jams, jellies, canned fruits, canned vegetables, bread, (including rolls, buns, etc.). Pastries (including pies, cakes, cookies), candy (including fudge, health candy, etc.)
- b. Sewing - Dresses, both plain and fancy; aprons, plain and fancy; tea towels, pot holders, knitting, embroidery work, etc., especially displays covering requirements of AY Dressmaking Honor.

GROUP NO. 5 -- PETS, LIVESTOCK AND POULTRY

- a. Pets - Do not bring just every dog or cat, but especially pets that is a bit different, such as a parrot, monkey, or an unusual type of dog or cat, etc.
- b. Livestock and Poultry - Suitable enclosures must be provided for these if they are to be in the booth. Otherwise, they should be placed in the area provided and the youth department should be notified in advance of the fair.

GROUP NO. 6 -- AGRICULTURE AND FLOWER CULTURE

- A. Garden produce should be displayed in small amounts, usually on paper plates.
- B. Flowers can be displayed either in special arrangements or as potted plants.

These exhibits can be entered by individual Pathfinders or by the club.

EXHIBITS USED IN DECORATING AND BRINGING OUT THE THEME OF THE BOOTH will not be judged as individual exhibits -- rather as contributing to the overall theme of the booth.

Entries to exhibits may, if desired, be divided into age brackets, the 10 to 12 year-olds, and the 13 to 15 year-olds. Cards could be used to designate the classes. For example, blue cards may be used for the 10 to 12 year-olds, while white may be used for the 13 to 15 year-old entries.

Exhibit SUGGESTIONS

1. It is advisable to notify clubs that articles shown in previous years will not be allowed, but only items made or collected after the last Pathfinder Fair.
2. It is good to encourage Pathfinder leaders to submit one excellent item from each of the clubs rather than several items poorly done.

3. Some conferences do not allow any articles except food to be sold at the fair, since too much commercialism may result. Others allow crafts to be sold, such as woodcraft (routing out house numbers, names, etc.). Others take orders for birdhouses, and other woodworking projects. It seems to be generally felt that only articles made by the Pathfinders themselves should be offered for sale.

FOOD at the FAIR

1. Selling food at the fair is a good way to raise funds for local Pathfinder projects. The food should be separated from the exhibit booths if at all possible. If desired, the youth department may ask 10% of the profit to help defray expenses of the fair.
2. If the site of the fair warrants the use of hot plates, inform the clubs. If there are no electric facilities, they should also be notified. Some may want to bring pressure cookers and use gas camp stoves out in the open to heat the food.
3. Certain hours should be designated as the time for the selling of food, and this time frame strictly adhered to.
4. Requests from clubs to sell certain items may be handled on a "first-come first-served basis" if so desired.
5. Another method which insures a well-balanced menu is to send out a questionnaire blank on which the clubs can designate first, second, and third choices. A quick tally will determine the variety of foods intended, and a card returned to each club assigning one of its choices, will maintain balance. (See "Food Questionnaire" on next page.)
6. Set prices for various items to be sold. This will give uniformity so that all clubs will be fairly patronized. (List of suggested foods or dishes.)
7. Let the Pathfinders do it! It is so much easier for the leaders to do the selling and serving themselves, but why not suggest that they permit the club members to do this. It will be an education for all concerned!

Setting an appropriate example and advertising for the food at the fair should be in harmony with the principles of Seventh-day Adventist teachings on healthful living and reflect the advantages to health of low-sodium, sugar-free, natural foods. The final choice of the food, to be prepared by the applying club, will be up to the conference youth director. Also, it is not necessary for each club to provide food in each of the four categories.

Sample #22 **FOOD BOOTH QUESTIONNAIRE**

Each Pathfinder Club that wishes to sell food at the fair should fill in the accompanying questionnaire and return it to the conference office as soon as possible. The choices you make must be in keeping with the principles of Seventh-day Adventist healthful living and favor natural ingredients and be as sugar-free as possible. There will be types of food sold:

1. Entrees: provide examples.
2. Desserts: provide examples
3. Sandwiches: provide examples
4. Drinks: provide examples.
5. Fruits: provide examples.

Please fill in your first, second, and third choice of the items you would like to sell. It may save time in future correspondence if you are prepared to take your second choice if there are too many duplications.

TO BE FILLED OUT BY DIRECTOR

The _____ Pathfinder Club would like to have a food booth at the Pathfinder Fair. We would like to sell the following items:

1. Entree:

2. Desserts:

3. Sandwiches:

4. Drinks:

(In order not to have duplications in foods, changes may be suggested. Each booth should furnish appropriate paper plates, cups, forks, spoons, etc.)

REMARKS AND SUGGESTIONS:

Filled out by _____

Address _____

Phone _____

Approved by: _____

Conference Youth Director

Date

MAKING CEREMONIES MEMORABLE

People of all age groups and cultures love ceremonies. From primitive tribal rites and rituals to the coronation of a king or the inauguration of a president, people fondly remember the formal ceremonies involved. Pathfinders are people - people of a most impressionable age. They will cherish the warm feeling they experience when they are formally accepted into the Pathfinder group or are honored for some achievement. They thrill at the sacredness of their first communion service. They thrill with patriotism as they salute their flag at a flag ceremony.

The important thing to remember in planning ceremonies is that they must have real meaning to the group. If the welcoming ceremony means the sincere and loving acceptance of a new member, or if the religious ceremony means a solemn making or renewing of sacred vows, or if the flag ceremony inspires the young patriot to feel like shouting to the skies, "This is my own, my native land!" - - then it is a ceremony worthy of a Pathfinder's enthusiastic participation.

SUGGESTIONS:

The following are suggestions for planning and conducting ceremonies. Add your own and distribute the duplicated list for group discussion.

1. Keep the ceremony simple, short, and sincere.
2. Aim for the inspirational rather than the over dramatic.
3. Rehearse parts of the ceremony, if necessary.
4. If the spoken parts are not memorized, prepare small printed or typewritten cards to be skillfully read. Pre-recorded narration and music played over a PA system plus lip-synchronization are also effective in large areas.
5. Do not rush the ceremony, but see that it runs along smoothly with no delays.
6. Make and follow a checklist of needed materials and preparation procedures.
7. Invite church and civic leaders to assist in the program.
8. Campfires (real or artificial), special lighting, or candles help create atmosphere. Dim (don't turn out) the lights when using candles.
9. Use national, church, and Pathfinder flags for inspiration and color.
10. Have those receiving honors, awards, etc., face the group.

PATHFINDER PARADE OR REVIEW

PATHFINDER PARADE

Parade Route Suggestions --

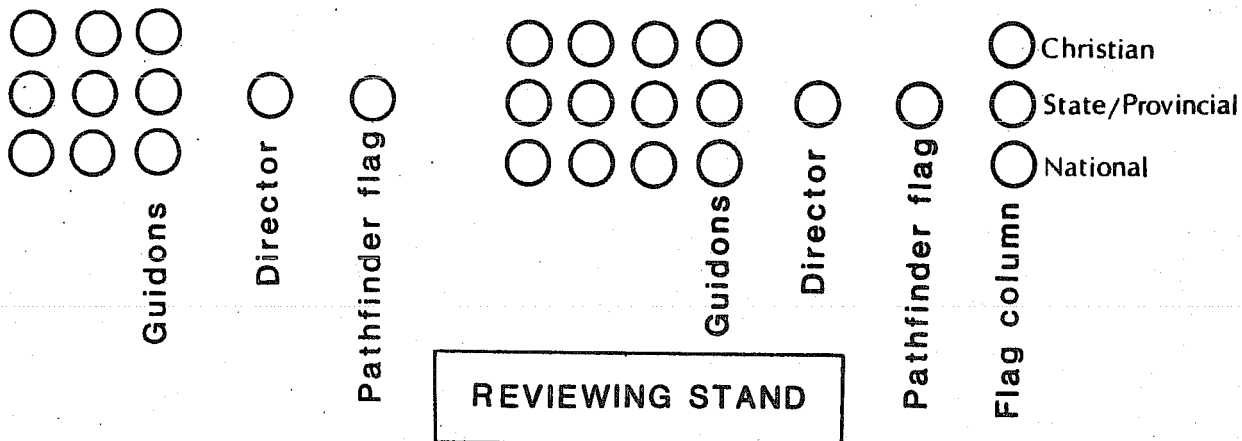
1. City route
2. A camp-meeting campground itinerary
3. An academy campus itinerary
4. County fairgrounds itinerary
5. Whatever is most appropriate

Parade Dress Suggestions --

1. All marching club members should be in full uniform.
2. Each club should have its own club flag.
3. Each club unit should have its own guidon.

Parade Formation Suggestions --

1. Drum and bugle corps, or band.
2. Color guard with appropriate national, provincial or state flag, and Pathfinder flag.
3. Special feature or attraction such as: firetruck, police squad car, civil defense vehicle, rescue squad, antique automobile, convertible with dignitaries.
4. The clubs come next with the following suggested formation:



DECORATED BICYCLES

Each club may enter TWO bicycles in the event. One to twenty points for APPEARANCE AND ORIGINALITY will be awarded for each bike. All work must be done by the Pathfinders using the parade theme under the counsel and direction of adult leadership.

Awards will be given to the most outstanding bicycles without regard to placement. There will be no FIRST, SECOND or THIRD positions. Every bicycle will receive a participation ribbon.

PARADE FLOAT SUGGESTIONS --

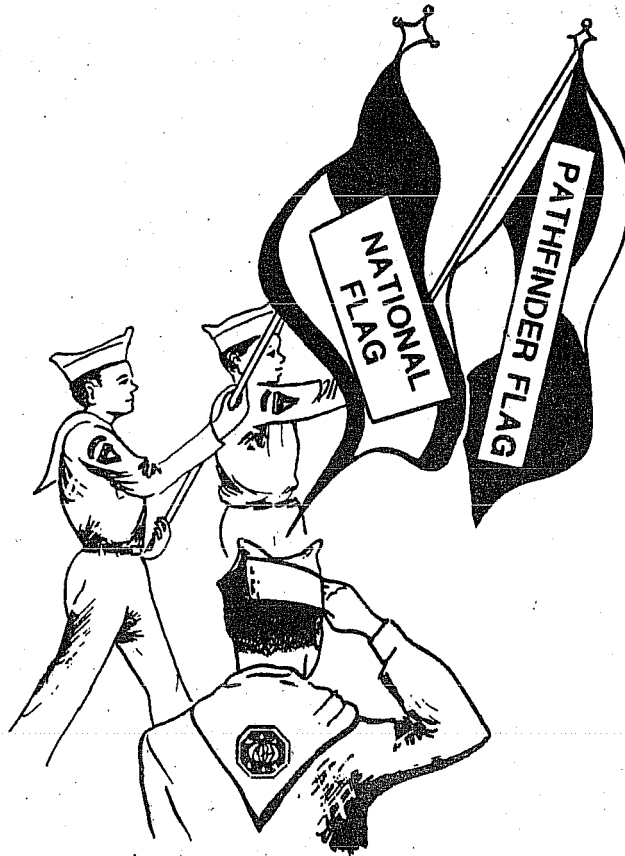
1. Floats need not be large. A small float, well-prepared, is just as effective. Only floats that can be pulled or pushed by two (2) Pathfinders, an animal (donkey, pony, goat, dog, etc.), or bicycle should enter the parade. These have far more appeal and will save you time and money.
2. A ceiling should be placed on club expenditure for floats.
3. The floats should be judged on the following with a total possible score of 15 points (5 points for each section):
 - A. **Appearance** Points awarded on overall appearance, its attractiveness, originality, and design.
 - B. **Theme** Points awarded on the way the float carries out the theme of the fair.
 - C. **Pathfinder Participation in Preparation**

Points awarded on how much actual work the Pathfinders have done on the float.
4. The float should be built around the fair theme.
5. Themes and ideas for Pathfinder floats and parades could include:
 - a. Outdoor life
 - b. Nature
 - c. Hobbies or crafts
 - d. AY Honors
 - e. Worship or reverence
 - f. First aid
 - g. Missionary activities
 - h. Temperance
 - i. SDA church history, pioneer personalities or events
 - j. Replica of mission launches
 - k. Replica of the pitcairn
 - l. Mission plane
 - m. Bible character or events

- n. Patriotic theme
- o. State centennial ideas: famous personalities and events
- p. Pioneer float
- q. Indian float
- r. Western float
- s. Patriotism
- t. Unusual animals, unusual pets
- u. Careers or professions

PATHFINDER REVIEW

1. The club, under the command of its director, is composed of units of 6 to 8 Pathfinders, with a counselor for each unit. The units form in line one behind the other. One color bearer from each club is designated to carry his club's national color in a mass color guard.



2. The interval between clubs in line is 10 steps. The distance between clubs in column is 6 steps (when club directors and club flag bearers are posted in front of their guidon bearers). When the club is formed into a column of twos, the unit guidon bearers maintain a 4-step distance between units so they may execute present guidon.

3. Posts for key personnel in club formations are:

a. Club in Line

1) Club director. Six steps to the front and center of the club.

2) Club flag bearer. One step to the rear and 2 steps to the left of the club director.

3) Unit counselors. Left flank elements of their units.

4) Unit guidon bearers. Right flank elements of their units.

5) Unit captains. To the left of their unit guidon bearers.

b. Club in column of two's.

1) Club director. Five steps in front of the right file.

2) Club flag bearer. Four steps in front of the left file.

3) Unit counselors. Rear elements of their units.

4) Unit guidon bearers. Front elements of their units.

5) Unit captains. To the rear of their unit guidon bearers.

Supplementary Commands --

1. Club directors repeat all preparatory commands of the parade director except when the command is PATHFINDERS. In this case they come to attention and command CLUB prior to the parade director's command of execution. The parade director allows enough time for the supplementary commands before giving the command of execution.
2. In marching movements the leading club director repeats the parade director's preparatory command. The other club directors command CONTINUE THE MARCH, STAND FAST, or whatever is appropriate, then give the command for movements at the appropriate time.
3. Except for supplementary commands they may be given when forming into a column of twos and reforming into normal club formation, unit captains do not give commands. The unit is not a separate element even though a 4-step distance between units is maintained in column formations.

4. No supplementary commands are given for the commands AT EASE, REST, FALL OUT, OR OTHER COMBINED COMMANDS.

Formation of Clubs - -

1. At the designated time each club director moves his club in the most convenient manner to the ready line. Under the supervision of the parade director, each club forms on the ready line to the immediate left and to the rear of its own assembly marker, then stands at ease with club directors facing front. Clubs are usually in alphabetical order from right to left according to the names of their churches. They are in line at normal or close interval as designated.
2. The parade director takes his post midway between the rank of club directors and the post of the reviewing officer, facing the troops. He commands PATHFINDERS, ATTENTION.
3. Club directors give the preparatory command CLUB (over their right shoulders).
4. The parade director directs* DRESS RIGHT or AT CLOSE INTERVAL, DRESS RIGHT.

*A directive is followed by appropriate commands given by subordinate leaders; it is not a preparatory command to be followed by supplementary commands or a command of execution.

5. Club directors face about, and the right flank club director commands DRESS RIGHT, DRESS, or AT CLOSE INTERVAL, DRESS RIGHT, DRESS and aligns his club from the right flank. All other club directors align their clubs from the left flank, waiting until the first rank of the club to their immediate right has been aligned.
6. When their clubs are aligned club leaders command READY, FRONT and AT EASE, then face the front.
7. When necessary, front rank guidon bearers step off the 10-step intervals between clubs at the command GUIDE, VERIFY INTERVAL, given before the command DRESS RIGHT, DRESS.
8. The parade director calls the Pathfinders to attention and gives several (in-place) school-of-the-soldier commands. Club directors give the necessary supplementary commands and execute all movements except facings.
9. The parade director brings the clubs to PRESENT ARMS. He then faces the reviewing officer, salutes and reports, "Sir, the parade is formed."

Club Reports --

1. The reviewing officer returns the parade director's salute and directs **RECEIVE THE REPORT**.
2. The parade director faces about and commands **ORDER, ARMS**. He then commands **REPORT**.
3. At the command **REPORT**, the club directors, in succession from the right, salute and report " (Name of club) Pathfinder club, all present or accounted for." Each club director holds his salute until it is returned by the parade director.
4. Upon completion of the club reports, the parade director faces the reviewing officer, salutes and reports, "Sir, all present or accounted for."

Inspection --

1. The reviewing officer returns the parade director's salute and directs **PREPARE FOR INSPECTION**.
2. The parade director faces about and repeats the directive **PREPARE FOR INSPECTION**.
3. The club directors face their clubs, make necessary adjustments, command **AT EASE** and face the front.
4. When all club directors have faced the front, the parade director calls the clubs to attention, faces the reviewing officer, salutes and reports, "Sir, the Pathfinders are ready for inspection."
5. The reviewing officer returns the salute. He and his party then move forward and halt 6 steps in front of the parade director.
6. The parade director commands **AT EASE** and guides the reviewing party around the formation, beginning with the unit on the right of the line, passing in front of the line of club directors and then around the rear of the formation.
7. As the reviewing party approaches, each club director (without facing about) commands **PATHFINDERS, ATTENTION and EYES, RIGHT** over his right shoulder.
 - a. The club director executes eyes right and hand salute.
 - b. The flag bearer dips his flag 45° and the guidon bearers execute present guidon.
 - c. All troops of the club turn their heads and eyes to the right. As soon as the reviewing officer comes into their line of vision, they follow him with their eyes, turning their heads, until he reaches their front. At this point the head and eyes of each man remain fixed to the front.

8. When the heads and eyes of all troops of the club reach the front, the club director commands **ORDER, ARMS** so that the flag bearer and guidon bearers return their flag and guidons to the carry as he ends his salute.
9. The club is giving **AT EASE** after the reviewing party has passed by and is brought to attention as the reviewing party approaches the rear of the club.
10. The reviewing officer and those accompanying him salute the national color only when passing in front of the mass color guard.
11. The reviewing officer makes such general inspection of the command as he may desire while passing around the troops. A detailed inspection is not necessarily a part of the review ceremony.
12. On arriving at the right of the command after passing around and behind the line, the parade director halts and salutes the reviewing officer. The reviewing officer returns the salute, and proceeds with his party to his reviewing post.
13. When the reviewing officer and his party have passed the parade director, the parade director proceeds to his post, facing the reviewing officer. (The clubs are at attention -- see No. 9 above.)

March in Review

1. When the reviewing party is again in place after inspection of the troops, the parade director faces the clubs and commands **PASS IN REVIEW**.
2. At the command **PASS IN REVIEW**, the director of the right flank club faces about and commands **RIGHT, FACE**. He and his club flag bearer take their marching posts 4 steps in front of the first and second files from the left respectively.
3. The club director then commands **COLUMN OF TWOS FROM THE LEFT, MARCH**. The club may form a column of twos without supplementary commands or may use the following commands:
 - a. At the preparatory command, the captains of the first two units from the left command **FORWARD**.
 - b. At the preparatory command, all other unit captains command **STAND FAST**.
 - c. At the command of execution, the first two units from the left march forward.
 - d. After the command of execution, the left file unit captain of each successive column of twos commands **COLUMN HALF LEFT, MARCH** and **COLUMN HALF RIGHT, MARCH** to cause his column of twos to follow the preceding column of twos at a 4-step distance.

4. The other clubs move out in succession as above and follow in a column of twos with 6-step distance between clubs and 4-step distance between units.
5. The parade director takes position 6 steps in front of the leading club after it has turned onto the line that passes in front of the reviewing officer.
6. The parade director executes eyes right and salutes when he arrives 6 steps from the front of the reviewing officer. He ends the salute when he has passed 6 steps beyond the front of the reviewing officer. The reviewing officer returns his salute. Other members of the reviewing party do not salute.
7. After saluting the reviewing officer, the parade director turns out of the column and takes his post on the reviewing officer's right side. When the rear element of his command has passed, the parade director faces the reviewing officer and salutes. The reviewing officer faces to the right and returns the salute. Then the parade director rejoins the command.
8. Each club director, without turning his body, commands EYES, RIGHT; READY, FRONT. He gives the command RIGHT when he is 6 steps from the front of the reviewing officer, and FRONT when the last rank of the club has cleared the reviewing officer by 6 steps. All Pathfinders except those in the right file execute eyes right (without saluting).
9. At the command EYES, RIGHT the club director executes eyes right and gives the hand salute. The club flag bearer dips his flag 45° and the guidon bearers execute present guidon.
10. The club director ends his salute and the club flag bearer returns his flag to the carry when they are 6 steps past the reviewing officer. At the command FRONT all the Pathfinders return their heads and eyes to the front and the guidon bearers return their guidons to the carry.
 - a. Each club (in column of twos) is halted at the designated mass formation line and re-forms to the left.
 - b. The unit guidon bearers form the front rank of the mass formation.
 - c. Club flag bearers form in line at close interval 4 steps in front and center of the line of guidon bearers.
 - d. Club national color bearers form in line at close interval 4 steps in front and center of the line of club flag bearers.
 - e. Club directors form in line at close interval 4 steps in front and center of the line of club national color bearers.
 - f. The parade director takes his post 4 steps in front and center of the line of club directors.
 - g. After the closing ceremonies, which may include retreat and/or a short address by the reviewing officer, the clubs are dismissed by the parade director.

NOTE: All directions for the Pathfinder review are adapted from the Pathfinder Drill Manual and Army Field Manual FM 22-5.

FAIR FOLLOW-UP

1. Send out unclaimed awards.
2. Pay outstanding accounts.
3. Letters of thanks to clubs and personnel and site owner as well as special guests who appeared.
4. Return borrowed equipment.
5. Publicity - church, newspapers, etc.
6. Evaluation on agenda for next co-ordinators' meeting.

CLEAN-UP

1. Take down booths -- clean and clear area.
 - Events area and supplies
 - Flags
 - Signs
 - Banners
 - Registration area
 - Headquarters.
2. Pick up trash and haul to dump.
3. Have general cleanup and personal inspection of each campsite (all fires out).
4. Return all vehicles used.
5. Check in with owners.

