

EGG TOSSES

PARTICIPANTS: 2 Pathfinders per club

(Old clothing to be worn - or suitable covering, such as a plastic, worn over other clothing)

PROCEDURE: The object of this event is to see how far a Pathfinder can toss an egg to another Pathfinder without it being broken. The Pathfinder will begin ten feet apart, and one Pathfinder will move back ten feet after each toss. The egg must be tossed back to the stationary Pathfinder (A) successfully before Pathfinder (B) may move back 10 additional feet.

EQUIPMENT: Conference will provide the eggs for the throw.

SCORING:

1st place	50'	10 points
2nd place	40'	7 points
3rd place	30'	5 points
Entry	0' - 20'	2 points

10' 10' 10' 10' 10' 10' 10'

A

B

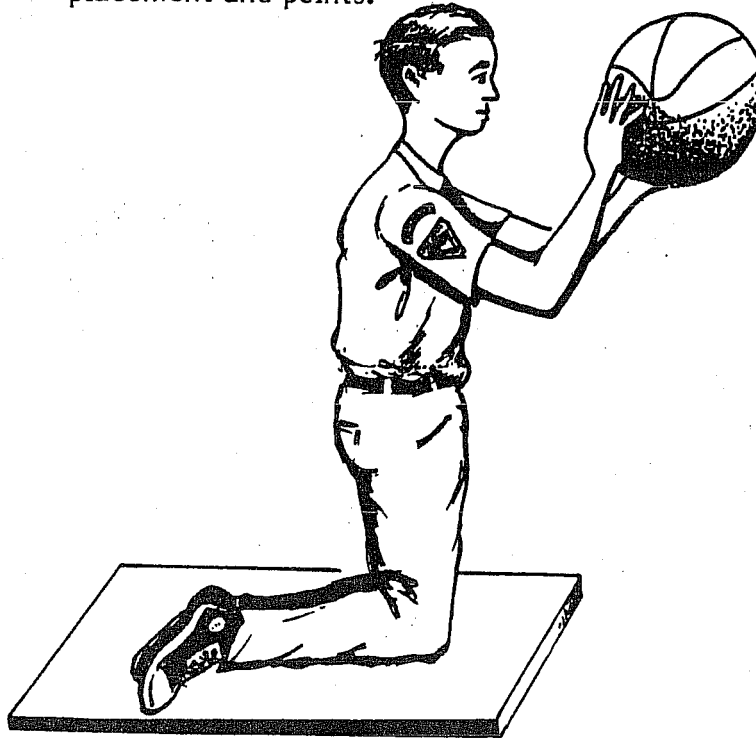
Starting Line 10' 20' 30' 40' 50' 60' 70'

Team member (A) is stationary.

Team member (B) backs up 10 feet after each successful return throw.

BASKETBALL THROW . . . KNEELING

- PARTICIPANTS:** 2 Pathfinder boys, Ages 14 - 15 from each club
- EQUIPMENT:** Mat, basketball and tape furnished by conference
- PROCEDURE:** Both knees must be on the mat. The ball may be thrown overhand or underhand. The throw will be measured by where it hits from the air. There will be two Pathfinders from each club allowed one throw each. The best of the two throws will be recorded.
- SCORING:** Conference will determine distance for 1st, 2nd, and 3rd placement and points.



GIANT DODGE BALL (Staff Event)

- PARTICIPANTS:** Each staff member including Junior Counselors will be inside a giant circle.
- PROCEDURE:** The Pathfinder Captains and Scribes will try to eliminate the staff members by hitting them with one of several balls that will flood the air. (Approximately 4 balls at a time).
- After the staff has been eliminated, all Pathfinders will get into the circle and the staff will have their turn.
- SCORING:** Each club that enters one or more staff members, (all are welcome) will receive 10 points

TIMBER TOSSES

PARTICIPANTS: 4 Pathfinders -- 2 boys and 2 girls from each club.

EQUIPMENT: 1 log or timber 3' long and about 3" in diameter weighing about 6 - 8 lbs. furnished by conference.

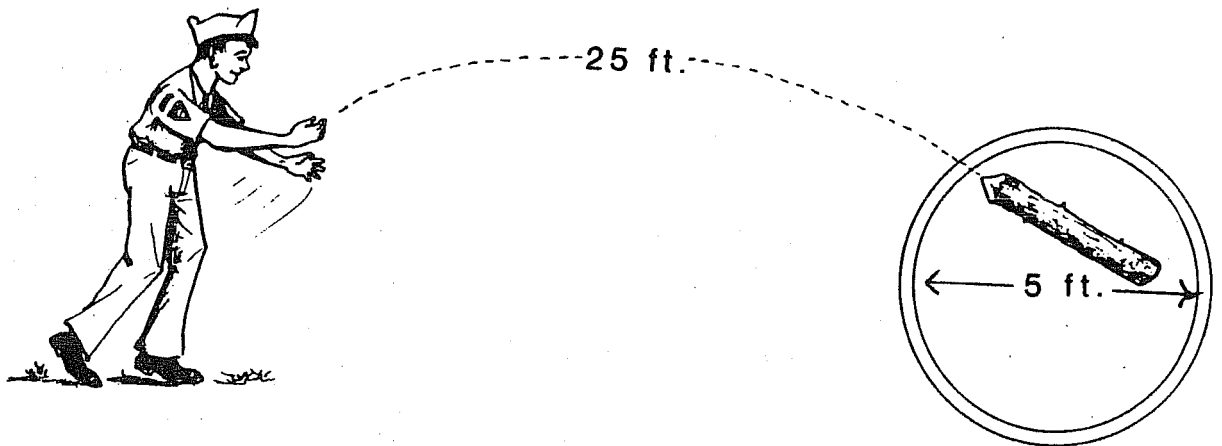
PROCEDURE: All Pathfinders of a club will use the same log. The timber is to be thrown 25' into a 5' circle. Each contestant will have only one throw.

SCORING: 1st Place Timber must be inside the circle, not touching the string.
15 points

2nd Place Timber may be touching the line, but must have 18 inches or more inside the circle.
10 points

3rd Place Timber may be touching the line, but more than 18 inches outside the circle.
5 points.

ENTRY: 5 points



CRICKET THROW

PARTICIPANTS: 6 Pathfinders from each club

EQUIPMENT: 5 baseballs (hardballs) furnished by conference
1 Fielder's Glove (Baseball) furnished by Pathfinder

PROCEDURE: Part I

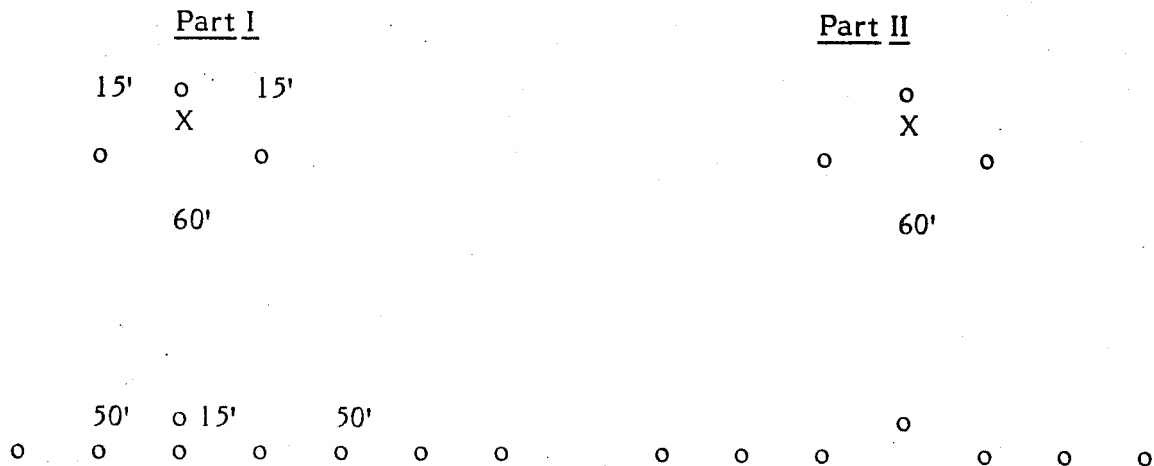
Pathfinder No. 1 takes his place in the triangle of stakes, Pathfinders Nos. 2 and 3 go to the starting area and are the throwers.

At the signal of the timer, Pathfinder No. 2 runs to his left around the post, picks up the ball nearest the post and throws it to Pathfinder No. 1. The ball must be between the two stakes. He then runs around starting stake to other stake and picks up that ball and throws it to No. 1. He then runs past the starting stake to retrieve and throw ball No. 3, then ball No. 4, then No. 5. When the last ball is thrown, the Pathfinder must run to the starting stake when time is stopped. Pathfinder No. 2 repeats the procedure of Pathfinder No. 1. Pathfinders No. 4, 5 and 6 field the overthrown balls.

Part II

Pathfinder No. 4 takes his place in the triangle and Pathfinders Nos. 5 and 6 follow the same procedure as in part I, except that the starting stake has been moved to behind the other two stakes and ball No. 3 is placed in front of the other balls. Pathfinders Nos. 1, 2 and 3 are fielders for the overthrown balls.

Course set up: There are 15 feet between the three catcher stakes, 60 feet between the starter and catcher stakes, 50 feet between stakes and 15 feet between balls. The starter stake is 15 feet in front or behind of the other two stakes.



CRICKET THROW Cont.

SCORING: Each Pathfinder is timed and three bonus seconds are given for each correctly thrown ball (between the front stakes). The total time minus the bonus seconds gives the score.

Example: 40 seconds - 3 correctly thrown balls + 40 - 9 + 31 seconds or 6 points.

<u>Seconds</u>	<u>Points</u>	<u>Place</u>
20	12	First - 10 - 12 points - 10 points
21 - 15	10	Second - 6 - 8 points - 7 points
26 - 30	8	Third - 2 - 4 points - 5 points
31 - 35	6	Entry - 0 points - 3 points
36 - 40	4	
41 - 45	2	
46 -	0	

CROQUET KICKBALL

PARTICIPANTS: Team of 6 Pathfinders for each club


PROCEDURE: Each team member is numbered 1 - 6

No team member can kick ball twice in succession.

Kicking must be done in order of teammates: 1, 2, 3, 4, 5, 6, and then repeat.

The ball must precede team through gates.

There will be 10 gates to go through with gate #10 being the finish line.

FINISH
Gate 10 


Gate 6

 Gate 5

 Gate 9


 Gate 7

 Gate 4

 Gate 3

 Gate 8

 Gate 2

 Gate 1 START

This is a sample of what the course may look like but variations may be necessary according to the terrain.

SCORING: Event will be timed. The amount of time allowed will be determined by conference for 1st, 2nd and 3rd placement.

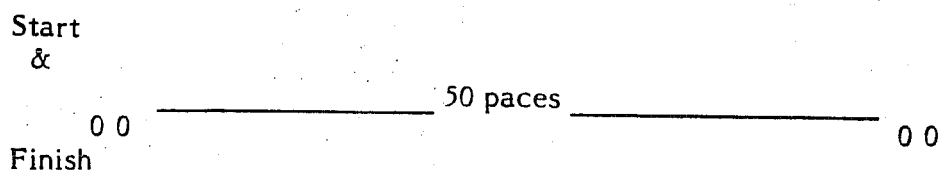
PENALTY: 2 seconds will be deducted for every error.

GUNNY SACK RELAY

PARTICIPANTS: 4 boys, age 10 - 11 from each club

EQUIPMENT: Gunny sacks furnished by conference

PROCEDURE: Each boy will hop only one way and must stay in the sack all the way. When he reaches his goal line he drops the sack and jumps out. The next boy jumps in and pulls the sack up and returns to the starting line. This continues until the last man leaves. He must cross the finish line to end his teams run. All the clubs will participate in this together.



SCORING:

1st place	10 points
2nd place	8 points
3rd place	5 points
Entry	2 points for all who participate and finish

WOODSMAN'S WALK

PARTICIPANTS: Five (5) Pathfinders from each club or less for smaller clubs.

PROCEDURE: All Pathfinders stand on a designated line. Fifteen true or false questions on any phase of nature will be asked over the public address system. Three seconds after each question is asked a whistle is blown. At the sound of the whistle each Pathfinder who believes the question to be true will take one step forward. If the Pathfinder thinks the statement is false, he will take one step backward. ALL PATHFINDERS MUST TAKE A STEP IN SOME DIRECTION at the sound of the whistle. Pathfinders should move individually and not together as a team.

SCORING: A predetermined correct position will have been established by questioner.

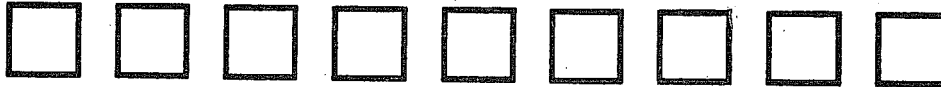
1st Place	3 team members in line	10 points
2nd place	2 team members in line	8 points
3rd place	1 team member in line	6 points

If there are no automatic winners, first, second and third places will be determined according to Pathfinder's closeness to correct line.

TRAFFIC JAM

PARTICIPANTS: 4 boy and 4 girl Pathfinders from each club

PROCEDURE: A row of 9 squares will be marked in the dirt or drawn on a hard surface.



Four Pathfinders will be placed on each side of the center -vacant square facing each other. A Pathfinder next to an empty square may move into the empty square. Once the first move is made a Pathfinder may move only around another Pathfinder facing him. No backward moves are permitted once the game has begun. A Pathfinder cannot move around a person facing the same way he is facing. No more than one Pathfinder can move at one time from each side. Begin game with whistle or starter gun.

OBJECT: Get all players moved from one side to the other, facing the same way as when they started, in the least amount of time.

SCORING:

1st place	15 minutes	20 points
2nd place	20 minutes	15 points
3rd place	25 minutes	10 points
Entry	over 25 minutes	5 points

FOUR ON THE GROUND

PARTICIPANTS: 7 Pathfinders from each club

PROCEDURE: All Pathfinder teams will be placed at a starting line. At the starting gun, the teams will decide how they will transport all seven members, with only 4 simultaneous points of contact with the ground (example - foot, hand, knee, etc.)

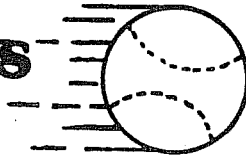
All 7 members of the teams must be in contact with each other at all times and all 7 members of the teams must pass over the finish line at the same time. Finish line will be about 30 feet away.

OBJECT: Determine how to get your team to the finish line with only 4 points of contact to the ground in the least amount of time.

SCORING:

1st	15 minutes	20 points
2nd	20 minutes	15 points
3rd	25 minutes	10 points
Entry	over 25 minutes	5 points

SOFT BALL TOSSES



PARTICIPANTS: Each club will provide two (2) Pathfinders.

- 1 10 - 12 year old (boy or girl)
- 1 13 - 15 year old (boy or girl)

EQUIPMENT: New 12' soft balls and 10' lane provided by conference.

PROCEDURE: This event will be judged on accuracy and distance within a 10' lane. Participant will throw the ball standing in the center of a 10' wide lane. If the ball leaves the lane the throw is disqualified. Each participant will be awarded the best of two (2) throws.

As long as both age categories are represented, the Pathfinders may be either:

- A. boy and girl
- B. 2 boys, or
- C. 2 girls

SCORING: The distance of the BEST of two (2) throws for each Pathfinder will be added together; thus, the total distance of the two best throws will determine placement of finish. Distance standard will be set by conference or judges.

1st place	10 points
2nd place	8 points
3rd place	6 points
Entry	2 points

CARRY YOUR PARTNER

PARTICIPANTS 2 Pathfinder boys and 2 Pathfinder girls from each club.

EQUIPMENT: None

PROCEDURE: At the starting sound one Pathfinder boy jumps on the back (piggy-back style) of the other Pathfinder, who in turn carries the Pathfinder around the prescribed course. The same procedure will be followed by the other two Pathfinder girls.

SCORING: The times of the two teams will be added together for the total of the event.

1st place	3 minutes	10 points
2nd place	3½ minutes	7 points
3rd place	4 minutes	5 points
Entry	over 4 minutes	3 points

BUMP

PARTICIPANTS: 2 teams of 3 pathfinders -- 3 boys -- 3 girls from each club

EQUIPMENT: 1 frisbee furnished by club

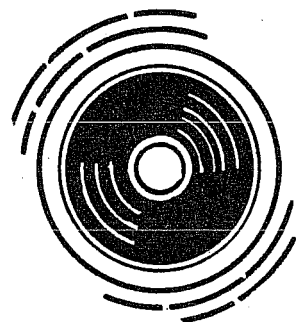
PROCEDURE: 2 Pathfinders will stand at a line 25 feet from Pathfinder No. 3. Pathfinder No.3 will hold the frisbee. The frisbee will be thrown toward Pathfinder No. 1 and No. 2. Pathfinders No. 1 and No. 2 will try to catch the flying frisbee between their bodies without using their hands.

Upon "capture" of the frisbee between the two Pathfinders, they will continue to squeeze the frisbee and walk to a can 50' away to deposit the frisbee. If dropped, the procedure must be continued. When the frisbee is placed successfully in a can, the Pathfinders trade places. Pathfinder No. 2 becomes Pathfinder No. 3, Pathfinder No. 3 becomes Pathfinder No. 1 etc. until all three Pathfinders have successfully completed all three turns.

OBJECT: Complete by successfully carrying the frisbee three times to the can in the least amount of time.

SCORING:

1st place	15 minutes	20 points
2nd place	20 minutes	15 points
3rd place	25 minutes	10 points
Entry	over 25 minutes	5 points



PATHFINDER CALL

PARTICIPANTS 6 Pathfinders from each club.

EQUIPMENT: Blindfolds furnished by conference

Secret name -- (not club or personal name)
Club will decide upon a secret name for their blindfolded Pathfinders.

PROCEDURE: 3 Pathfinders from each club will go to each end of the field and be split up after being blindfolded.

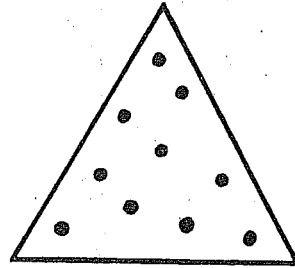
At the starting sound, the blindfolded Pathfinders will begin to move forward, calling out their secret name and try to get all six Pathfinders together as quickly as possible.

When all six Pathfinders are together, they will shout **FINISHED** and the judge will mark the time.

SCORING:

1st place	3 minutes	10 points
2nd place	4 minutes	7 points
3rd place	5 minutes	5 minutes
Entry	over 5 minutes	2 points

TRIANGLE



PARTICIPANTS: 9 Pathfinders from each club

EQUIPMENT: A triangle drawn on the ground, large enough for 9 Pathfinders to stand in and a place for a tenth with 10 marks ("holes".)

PROCEDURE: Place the 9 participants on any of the 10 marks.

At the starting sound, one person moves to the empty mark. The person that passed over, steps out of the game and the procedure is repeated by the other Pathfinders.

Object is to keep moving persons until there is only one left. Remember, that as one person "jumps" another person, the person being jumped falls out of the game.

Only one staff member as a coach is allowed. All other Pathfinders and staff must stay behind spectator line.

SCORING:	1st Place	3 minutes	1 person left	10 points
	2nd place	4 minutes	2 persons left	7 points
	3rd place	5 minutes	3 persons left	5 points
	Entry	over 5 minutes		3 points

NOTE: Any club finishing within 3 minutes and with more than one person left get a second place. A club finishing within 4 minutes and with more than 2 persons left will get third place and so on.

STAND UP

PARTICIPANTS: Up to 10 Pathfinders from each club

PROCEDURE: Two Pathfinders sit on ground, back to back with arms locked and knees bent. Stand up together. When successful, add another sitting Pathfinder repeating the procedure until all 10 Pathfinders are standing. With each addition the group of Pathfinders must sit down and start to stand up again.

OBJECT: Have all 10 Pathfinders standing in the least amount of time.

SCORING:	1st place	10 minutes	20 points
	2nd place	15 minutes	15 points
	3rd Place	20 minutes	10 points
	Entry	over 20 minutes	5 points