

# ***KEEP THE MORNING WATCH***



***Ohio Pathfinder Fair 2011***

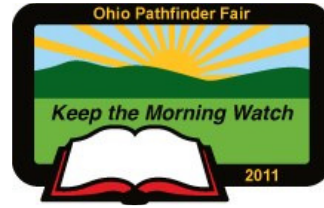
*Mount Vernon Academy*

*April 29 – May 1, 2011*

***Information Packet***

# ***Keep the Morning Watch***

Ohio Conference Pathfinder Fair 2011  
Mount Vernon Academy  
**April 29 - May 1, 2011**



## **Information Sheet**

### **THEME:**

The theme for the 2011 Ohio Conference Pathfinder Fair is **Keep the Morning Watch**. The theme **Keep the Morning Watch** continues the understanding of the parts of the Pathfinder Law, which has the sole purpose of helping our Pathfinders grow closer to their fellow men and women and to their Creator. Abiding by I will 'Keep the Morning Watch', with the meaning 'I will have prayer and personal bible study each day', has a day-to-day affect on the lives of our Pathfinders. The focus of the Pathfinder Fair will be Bible Study.

### **WHEN:**

The Fair will begin Friday evening, April 29, with registration starting at 4:00 PM, and will conclude on Sunday, May 1, at 3:30 PM. Friday and Saturday participation is optional with points given for Sunday only.

### **WHERE:**

Mount Vernon Academy, 525 Wooster Road, Mount Vernon, Ohio 43050.

A layout map of the campus is included, showing the locations of facilities and where activities and events will happen.

### **FACILITIES:**

Camping is available in the camping area below the Academy Gym for Friday and/or Saturday night. If clubs are not able to camp outside, clubs may sleep on the floor in the gym Friday and/or Saturday night. Please remember to mark on the pre-registration form which nights your club will be camping or staying overnight in the Academy Gym. See arrival procedures for more information.

### **COST:**

\$7.50 per Pathfinder and staff member. Fee includes registration, a patch, and a pin. Visitors are free unless they would like to purchase a patch or pin. Extra patches or pins can be purchased depending on availability.

### **INSURANCE:**

Insurance for all vehicles and drivers are to be current and in harmony with conference and church policy whether provided through the Ohio Conference by the General Conference or through the local church. Additional information is available through the conference office.

## **2011 Fair Information (Continued, Page 2)**

### **MEDICAL RELEASES:**

For anyone under 18 years of age, every club must have medical treatment consent forms signed by parents or guardians. These medical releases must be current and in the possession of a responsible staff member.

### **GUEST SPEAKER:**

Weekend Speaker: Pastor Steve Carlson.

Pastor Carlson is the new Director of Youth Ministry for the Ohio Conference. He and his wife Daisy join us from California, where Steve was a pastor for teens and young adults at The Place, a church in the Southern California Conference. Raised in Lodi, California, Pastor Steve loves to golf, surf, travel, and be bald. He and Daisy have two boys - Ian and Gavin.

Weekend Music Leaders: Columbus Eastwood Pathfinder Club.

Columbus Eastwood Pathfinders are directed by Malcolm Thomas.

### **REGISTRATION:**

The pre-registration form needs to be filled out and mailed to the Ohio Conference by April 22 for awarding of 20 points.

The on-site registration forms need to be turned in at registration upon the club's arrival for awarding of 20 points for a completely filled out form.

### **ARRIVAL PROCEDURES:**

On-site registration for the Fair begins at 4:00 PM on Friday and will continue through Sunday morning.

**FRIDAY AND SATURDAY PARTICIPATION BY THE CLUBS IS NOT REQUIRED FOR POINTS. POINTS WILL BE AWARDED FOR ACTIVITIES ON SUNDAY ONLY.**

Since many clubs participate most of the weekend, programs and some fun events are planned for the Pathfinders on Friday evening and Saturday. If a club is unable to camp and still wants to participate in the Friday and/or Saturday evening activities, clubs may sleep on the floor in the gym for Friday and/or Saturday night (although good sleep is not guaranteed). For clubs participating only on Sunday, they will need to register on Sunday morning by 9:00 AM, before the start of the Opening Exercises at 9:00 AM.

### **CAMPING/SLEEPING PROCEDURES:**

Clubs may camp Friday and/or Saturday night at Mt. Vernon Academy in the camping areas. Clubs will camp in the designated camping areas below the gym and clubs will select their club's camping area upon arrival. Restrooms with showers are provided in the Gym locker rooms.

## **2011 Fair Information (Continued, Page 3)**

### **DEPARTURE PROCEDURES:**

Departure will take place after the awards ceremony Sunday afternoon. Each club should make sure the area where they camped is clean of all litter and trash. All trash must be deposited in the proper trash containers. All areas used for fire pits must be cleaned up and the sod replaced. Each club will be asked at registration to sign up to assist in cleanup of part of the facilities. Cleanup should occur at 3:30 PM Sunday, following the Awards Ceremony.

### **ACTIVITIES:**

Activities planned for the weekend include vespers, worship service, Sabbath afternoon activities, volleyball, basketball, and other miscellaneous fun games. Sunday activities will include both individual and club events. A small number of the events will require some preparation prior to the fair. The events requiring prior preparation and practice include drilling/marching, nail driving, Indian drag race and fire building & cookery. The latter two events are designed to help Pathfinders develop their lashing and fire building/cooking skills.

**Please Note: All clubs are asked to assist with or operate an activity. They should select an activity on their on-site registration form and provide the last name of the individual to lead out or assist with the event. Larger clubs are asked to assist in multiple activities. Those 'Leading' and 'Assisting Sit-up' for the event should be at the Conference Pathfinder trailer at 8:00 AM to help with the sitting-up of the event and those 'Leading' and 'Assisting Operation' for the event should be at the event location at 10:30 AM, prior to the scheduled event start time. They will also be asked to return the event materials to the Conference Pathfinder trailer following the close of the event. Any point sheets should be turned in to registration, Betsy Colon, after the event is completed.**

### **HONORS:**

A limited number of honors will be taught Sabbath afternoon and will be announced prior to or at the Fair.

### **HONORS AND CRAFTS DISPLAY:**

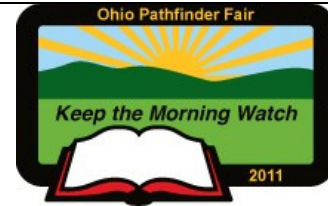
Clubs will be able to display work from honors or crafts taught and/or activities they participated in during the past year. Clubs will need to supply all equipment and tables for their display. Access to a power source, if needed, will be made available.

### **CLUB FOOD BOOTHS:**

Sponsoring a food booth at the Fair is a great way to raise money for your club treasury. Clubs will be able to have Food Booths for Sunday lunchtime. Please fill in the pre-registration form if you are planning to sell food. You may sell whatever acceptable food you chose (drinks with caffeine are unacceptable) you would like. Each club that decides to run a food booth will need to supply their own tables, posters for advertising and utensils (plastic forks, paper plates, etc.) necessary to eat the food sold at their booth. Clubs who require electricity at their food booth will need to provide their own extension cords.

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## **Schedule**

### **FRIDAY, April 29**

4:00-10:00 PM	Registration – Betsy Colon	Gym - Headquarters
4:00-9:00 PM	Club Campsite Setup Time	MVA Camping Area
9:00-10:00 PM	Vespers & Campfire - Music by Columbus Eastwood - Message by Steve Carlson	MVA Camping Area
10:00-11:00 PM	Club Time	MVA Camping Area
11:00 PM	Lights Out/All Quiet	

### **SATURDAY, MAY 1**

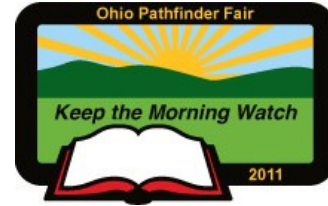
8:00-10:00 AM	Rise/Breakfast/Cleanup/Club Time	MVA Camping Area & Gym
9:00 AM -8:30 PM	Registration – Betsy Colon	Gym - Headquarters
10:00 -10:30 AM	Campsite Visit by Pastor Carlson	MVA Camping Area
10:45 AM - Noon	Worship - Music by Carlson & Columbus Eastwood - Message by Steve Carlson	Gym – Assembly Area
Noon-2:00 PM	Lunch	
2:00-2:30 PM	Director's Meeting	Gym - Headquarters
2:30-5:00 PM	Afternoon Sabbath Events -Outdoor/Nature Event -Honors	Gym & MVA Grounds
4:00-5:00 PM	Ohio Pathfinder Web Site Training	Gym – Assembly Area
5:00-7:00 PM	Supper	
7:00-8:00 PM	Vespers - Music by Columbus Eastwood - Message by Steve Carlson	Gym – Assembly Area
8:00-8:30 PM	Break	
8:30-10:30 PM	Evening Pathfinder Activities - Basketball Tournament - Volleyball Tournament - More Fun for All	Gym
11:00 PM	Lights Out/All Quiet	

### **SUNDAY, MAY 1**

7:00-9:00 AM	Rise/Breakfast/Cleanup/Club Time	MVA Camping Area & Gym
8:00-9:00 AM	Registration	Gym – Headquarters
8:30-9:00 AM	Directors' Meeting	Gym – Headquarters
9:00-10:15 AM	Opening Exercises, Parade & Drilling Demonstration	Gym Parking Lot
10:15-10:30 AM	Break—Change Out of Dress Uniforms	
10:30 AM-12:30 PM	Individual Events	MVA Grounds
11:30 AM-12:30 PM	Lunch/Food Booths Open	Gym Parking Lot
12:30-3:00 PM	Club Events	MVA Grounds
3:00-3:30 PM	Closing/Awards Ceremony	Gym – Assembly Area
3:30 PM	Clean Up and GO HOME!!	

# *Keep the Morning Watch*

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## **SATURDAY & SUNDAY EVENTS**

**WE WILL NEED VOLUNTEERS TO HELP RUN ALL ACTIVITIES!!**

### **SATURDAY MORNING EVENTS**

#### **EVENT: Opening Exercises**

OPERATOR: Conference Pathfinder Leadership

DESCRIPTION: Campsite Inspection, Pathfinder Inspection & Meet Your New Director  
Forms for activities attached

### **SATURDAY AFTERNOON EVENTS**

#### **EVENT: Nature Event To Be Announced**

OPERATOR: David Kessler & Leslie Franke

DESCRIPTION: Event Sheet to be supplied at Fair.

#### **EVENT: Honors To Be Announced**

OPERATOR: Betsy Colon & Jennifer Pomales

DESCRIPTION: Event Sheet to be supplied at Fair.

#### **EVENT: Ohio Pathfinder Web Site Training**

OPERATOR: Leslie J. Franke

DESCRIPTION: Training on Ohio Pathfinders' Website <http://ohiopathfinders.org>.

Ohio Pathfinders Website has been updated and includes many new features, some which can be used by the local clubs. The training will be provided on the site's functionality and how your local club can use the site. Club leaders and any one that may make use of the site is invited to attend to see its features and learn how to use them.

See Copy of the Home Page attached.

## SATURDAY & SUNDAY EVENTS (Continued, Page 2)

### Ohio Conference Pathfinders' Website [ohiopathfinders.org](http://ohiopathfinders.org)



HomeAboutArchivesLinks



#### Who Are Pathfinders

Pathfinders are a worldwide organization of young people sponsored by the Seventh-day Adventist Church, though young people of any religious persuasion, or none at all, are welcome and encouraged to join the organization. The Pathfinder club is designed for boys and girls, grades 5 to 10 (ages 10 to 15). The program offers recreation, challenge and activities that promote team spirit and loyalty to God and His church.

#### Ohio Pathfinder Clubs

[Chillicothe Trail Blazers](#)  
[Columbus Eastwood](#)  
[Dayton Area Eagles](#)

#### The Ohio Adventurers

The Ohio Adventurers is a companion organization to the Ohio Pathfinders. The Adventurer clubs utilize hands-on activities, geared for children ages 4-10, to provide experiences and develop skills that will be beneficial throughout life. Visit their website at <http://ohioadventurers.com/>



#### Latest News

##### [New Ohio Conference Pathfinder Leader](#)

We have a new Ohio Conference Pathfinder leader. Pastor Carlson is the new Director of Youth Ministry for the Ohio Conference. Besides Pathfinders his responsibilities include: conference director for ...  
[Read more →](#)

##### [2010 Pathfinder Camporee Information](#)

THEME: The theme for the 2010 Camporee is Keep the Morning Watch. The theme Keep the Morning Watch continues the understanding of the parts ...  
[Read more →](#)

##### [Pathfinder Club News](#)

Chillicothe Trailblazers had a camp-in and cooked breakfast for church members working on new church. Cincinnati Stars went to Scarlet Oake as their monthly ministry. They had a Pathfinder/Adventurer Sabbath where ...  
[Read more →](#)

##### [Pathfinder Bible Achievement](#)

Pathfinder Bible Achievement (PBA) is a program for Pathfinders in grades 5 through 10, where groups of up to six or seven work together as a team to answer specific ...  
[Read more →](#)

#### Connect With Us



#### Latest Tweets

- Pathfinder Leaders. Pre-registration form needs to be mailed in by April 22 for awarding of 20 points for the 2011 Ohio Pathfinder Fair. [1 hr ago](#)
- One of our Ohio Pathfinder clubs, the Worthington Wildcats, has their own Facebook page. Check them out. <http://on.fb.me/cV0lUj> 2010-10-17
- Pictures of the 2010 Ohio Pathfinder Camporee can be found on our Flickr account at <http://www.flickr.com/photos/ohiopathfinders/2010-10-06>
- The Pathfinder Camporee was this weekend. While a little cold and rainy over 300 Pathfinders enjoyed the activities and time together. 2010-10-06
- 150 years ago today, on Oct. 1, 1860, the name "Seventh-day Adventist" officially became our church name. <http://bit.ly/bmgck8> 2010-10-01
- [More updates...](#)

#### Picture Archives

Check out the sights of the Ohio Pathfinders on [Flickr](#).





#### Ohio Pathfinders on Facebook

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39 people like **Ohio Pathfinders**.



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[Ohio Pathfinders](#)  
P.O. Box 1230 2 Fairgrounds Road  
Mount Vernon, OH 43050  
740-397-4665

#### Connect With Us



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## **SATURDAY & SUNDAY EVENTS (Continued, Page 3)**

### **SATURDAY EVENING EVENTS**

#### **EVENT: Junior Pathfinder Basketball Tournament**

OPERATOR: Steve Carlson & Si Still

DESCRIPTION: See attached Event Sheet.

**Please Note: Junior Pathfinders are aged 10-12**

All clubs must pre-register with on-site registration prior to Saturday vespers.

#### **EVENT: Teen Pathfinder Basketball Tournament**

OPERATOR: Leslie J. Franke & David Kessler

DESCRIPTION: See attached Event Sheet

**Please Note: Teen Pathfinders are aged 13-15**

All clubs must pre-register with on-site registration prior to Saturday vespers

#### **EVENT: Junior & Teen Pathfinder Volleyball Tournament**

OPERATOR: Jennifer Pomales, Si Still, David Kessler & Leslie J Franke

DESCRIPTION: See attached Event Sheet.

**Please Note: Junior & Teen Pathfinders aged 10-15**

All clubs must pre-register with on-site registration prior to Saturday vespers.

#### **EVENT: More Fun for All**

OPERATOR: Steve Carlson & Betsy Colon

DESCRIPTION: Games for all during Volleyball Tournament

### **SUNDAY EVENTS**

#### **OPENING EXERCISES**

##### **Program Order**

Fall In by Clubs  
Pledge of Allegiance  
Pathfinder Pledge & Law  
Pathfinder Song  
Opening Prayer  
Welcome: Steve Carlson  
Presentation of the Clubs  
Drilling Demonstration Event



## **SATURDAY & SUNDAY EVENTS (Continued, Page 4)**

### **SUNDAY EVENTS (Continued)**

#### **EVENT: Drilling & Marching Demonstration**

OPERATOR: Jennifer Kessler

DESCRIPTION: The event will be reviewed and scored by a team of judges with the scoring sheets given to the clubs following the Fair for their reference. An information sheet on the Drilling Demonstration and an Ohio Pathfinder Drill & Marching Score Sheet are provided in this packet. Also, some Drilling & Marching information is provided in the packet.

#### **INDIVIDUAL EVENTS**

**These events will require little or no advance preparation.**

All individual events will be operating at the same time and Pathfinders will be able to select those that they want to participate in. The individual events will operate through lunch. The Pathfinders will need to plan their participation in these events to allow for time for lunch while the individual events are operating.

#### **INDIVIDUAL EVENTS:**

- Obstacle Race (Operator – TBD)
- Horse Shoe Toss (Operator – TBD)
- Balloon Launch (Operator – TBD)
- Paper Toss & Bell Ring (Operator – TBD)
- Three Stilted Race (Operator – TBD)
- Fire Brigade Race (Operator – TBD)

Scoring:	60 total points possible for individual events  10 points possible for each event 10 points for 1 <sup>st</sup> place 9 points for 2 <sup>nd</sup> place 8 points for 3 <sup>rd</sup> place 7 points for club participation
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## **SATURDAY & SUNDAY EVENTS (Continued, Page 5)**

### **SUNDAY EVENTS (Cont.)**

#### **CLUB EVENTS**

Note: The club events will be operated individually with all club teams participating at the same time with any non-participating Pathfinders from clubs watching and cheering their teams on. The events will follow each other sequentially as follows:

- 1) Indian Drag Race
- 2) Nail Driving
- 3) Fire Building & Cookery
- 4) Power Build
- 5) Feed The Baby

#### **EVENT: Indian Drag Race**

OPERATOR: Steve Carlson, David Kessler, Jennifer Pomales & Leslie Franke

DESCRIPTION: See attached Event Sheet

Pathfinders will construct an Indian-type travois and drag a team member on said travois to the finish line. An information sheet on the Indian Drag Race is included in this packet. This event is open to all Pathfinders whose clubs provide the required materials for them to participate. Pathfinder clubs must provide qty. 3 of 2"x2"x8' pine boards (untreated) for each team of 7 Pathfinders from their club. Note: The 2"x2" boards will also be used in the fire building event as firewood to be cut up to build the fire.

#### **EVENT: Nail Driving**

OPERATOR: Steve Carlson, David Kessler, Jennifer Pomales & Leslie Franke

DESCRIPTION: See attached Event Sheet

Pathfinders will be driving 10 nails into a log for speed. The event will operate with winners of heats participating in the finals.

This event is open to one Pathfinder participating for every 5 club members.

Note: Each club must supply hammers (16 oz. Claw) and safety glasses for each of the Pathfinders participating at any one time. Safety glasses must be worn in order to participate in this event. If a Pathfinder does not have safety glasses on, they will not be allowed to participate. Also, a Pathfinder will be disqualified if safety glasses are removed during the event.

**(Remember to always wear safety glasses, including when practicing for the event at your local club)**

## **SATURDAY & SUNDAY EVENTS (Continued, Page 6)**

### **SUNDAY EVENTS (Cont.)**

#### **CLUB EVENTS (Cont.)**

##### **EVENT: Fire Building & Cookery**

OPERATOR: Steve Carlson, David Kessler, Jennifer Pomales & Leslie Franke

DESCRIPTION: See attached Event Sheet

Pathfinders will cut firewood from the boards used in the Indian Drag Race, make kindling, assemble and light a fire with the goals of burning through a string hanging above the fire and cooking a delicious, or at least edible, pancake for their Pathfinder Club Director or Counselor. An information sheet on Fire Building is included in this packet. This event is open to all Pathfinders whose clubs provide the required materials for them to participate. Pathfinder clubs must provide one hatchet, knives (in sheaths), a skillet, pancake mix, cooking oil, and a spatula for each team of up to 5 Pathfinders from their club

##### **EVENT: Power Build**

OPERATOR: Steve Carlson, David Kessler, Jennifer Pomales & Leslie Franke

DESCRIPTION: See attached Event Sheet

The objective is for each team to build/construct something that represents the Fair Theme ‘**Keep The Morning Watch**’ with emphasis on ‘Bible Study’, using their creative skills.

This event is open to one team of six Pathfinders for each twelve Pathfinders in their club.

##### **EVENT: Feed The Baby**

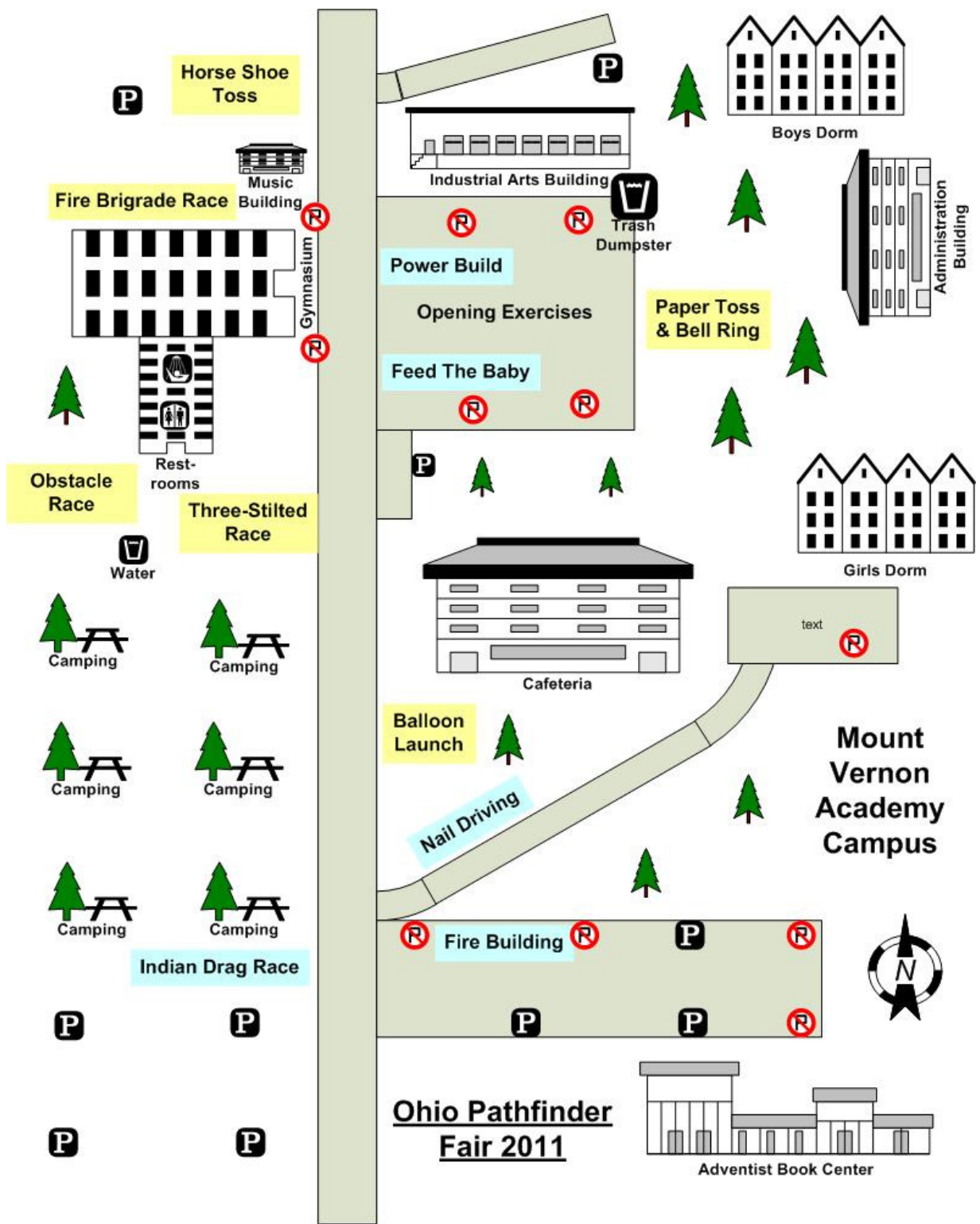
OPERATOR: Steve Carlson, David Kessler, Jennifer Pomales & Leslie Franke

DESCRIPTION: See attached Event Sheet

The operation of this event will be announced at the time scheduled for the event.

Scoring:	120 total points possible for Club team events  10, 20 or 30 points possible for each event as noted in event sheets Points vary for 1 <sup>st</sup> place as noted in event sheets Points vary for 2 <sup>nd</sup> place as noted in event sheets Points vary for 3 <sup>rd</sup> place as noted in event sheets Points vary for club participation as noted in event sheets
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# OHIO PATHFINDER FAIR 2011 CAMP LAYOUT



## Junior Pathfinders Basketball Tournament

<b>Description:</b>	Full-court single-elimination basketball tournament
<b>Equipment:</b>	Equipment furnished by Conference 1. Basketball Court 2. Basketball 3. Stop Watch 4. Two Referees
<b>Participants:</b>	Teams of four (4) Junior Pathfinders (ages 10-12) from clubs Clubs may combine to form a team
<b>Procedure:</b>	Full-court basketball tournament 2 Teams play at a time Timed 6 minute games or first team with 5 baskets No time outs & no foul shots
<b>Notes:</b>	Any team not present at the scheduled start of their game will receive an automatic forfeit.
<b>Scoring:</b>	Winner of each game is either the first team to score 5 baskets or the team ahead after 6 minutes. If tied at the end of 6 minutes, sudden death play from a jump ball will determine winner. Winner advances to the next round in the tournament. Single-elimination tournament to determine final winner.

## Teen Pathfinders Basketball Tournament

<b>Description:</b>	Full-court single-elimination basketball tournament
<b>Equipment:</b>	Equipment furnished by Conference 1. Basketball Court 2. Basketball 3. Stop Watch 4. Two Referees
<b>Participants:</b>	Teams of four (4) Teen Pathfinders (ages 13-15) from clubs Clubs may combine to form a team
<b>Procedure:</b>	Full-court basketball tournament 2 Teams play at a time Timed 6 minute games or first team with 5 baskets No time outs & no foul shots
<b>Notes:</b>	Any team not present at the scheduled start of their game will receive an automatic forfeit.
<b>Scoring:</b>	Winner of each game is either the first team to score 5 baskets or the team ahead after 6 minutes. If tied at the end of 6 minutes, sudden death play from a jump ball will determine winner. Winner advances to the next round in the tournament. Single-elimination tournament to determine final winner.

## Volleyball Tournament

<b>Description:</b>	Single-elimination volleyball tournament
<b>Equipment:</b>	Equipment furnished by Conference 1. Volleyball Court 2. Volleyball 3. Two Judges
<b>Participants:</b>	Teams of six (6) Pathfinders from clubs Clubs may combine to form a team
<b>Procedure:</b>	2 Teams play at a time Timed 5 minute games
<b>Notes:</b>	Any team not present at the scheduled start of their game will receive an automatic forfeit.
<b>Scoring:</b>	Winner is the team with most points after 5 minutes. A tie at the end of 5 minutes will be decided by sudden death play from team who served last. Winner advances to the next round in the tournament. Single-elimination tournament to determine final winner.

## Drilling Demonstration

<b>Description:</b>	A Club's demonstration of drilling skills. Drill demonstration will be scored in two parts: regular/mandatory marches and fancy marches.																				
<b>Equipment:</b>	Clubs must furnish their own drill master.																				
<b>Participants:</b>	The whole club may be used or a selected drill team. Size of drill team will depend on size of club and number of Pathfinders from club participating, with a preferred minimum of six (two columns of three). Larger clubs may have multiple drill teams. Participants should be in the full Class A uniform.																				
<b>Procedure:</b>	<p>Drill Team will begin from the starting line in front of the judges' stand with the first command, be presented to the judges, and then begin demonstration. All commands must be executed in the order shown.</p> <p>The first part of the demonstration will be the following mandatory drills of "In-Place" commands, which should take a maximum of 1 minute. Additional "Attention" commands may be necessary.</p> <table style="width: 100%; border: none;"> <tr> <td style="width: 50%;">1. Fall in</td><td style="width: 50%;">7. Order Arms</td></tr> <tr> <td>2. Attention</td><td>8. Right Face</td></tr> <tr> <td>3. Dress Right Dress</td><td>9. Left Face</td></tr> <tr> <td>4. Ready Front</td><td>10. About Face</td></tr> <tr> <td>5. Cover</td><td>11. At Ease</td></tr> <tr> <td>6. Present Arms</td><td>12. Parade Rest</td></tr> </table> <p>The second part of the demonstration will be mandatory drills of the following "Moving" commands. The "Eyes Right" command <u>must</u> be done while the Drill Team is passing the judges' stand.</p> <table style="width: 100%; border: none;"> <tr> <td style="width: 50%;">1. Forward March</td><td style="width: 50%;">5. Ready Front</td></tr> <tr> <td>2. Left Flank March</td><td>6. Rear March</td></tr> <tr> <td>3. Column Left</td><td>7. Right Flank March</td></tr> <tr> <td>4. Eyes Right</td><td>8. Column Right</td></tr> </table> <p>Following this, the Drill Team will proceed to the "Fancy" Commands developed by the Club, which should take the remaining time up to a maximum of three minutes. Once finished, the Drill Master will "Halt" the Drill Team and Dismiss them.</p>	1. Fall in	7. Order Arms	2. Attention	8. Right Face	3. Dress Right Dress	9. Left Face	4. Ready Front	10. About Face	5. Cover	11. At Ease	6. Present Arms	12. Parade Rest	1. Forward March	5. Ready Front	2. Left Flank March	6. Rear March	3. Column Left	7. Right Flank March	4. Eyes Right	8. Column Right
1. Fall in	7. Order Arms																				
2. Attention	8. Right Face																				
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4. Ready Front	10. About Face																				
5. Cover	11. At Ease																				
6. Present Arms	12. Parade Rest																				
1. Forward March	5. Ready Front																				
2. Left Flank March	6. Rear March																				
3. Column Left	7. Right Flank March																				
4. Eyes Right	8. Column Right																				
<b>Notes:</b>	Each club will put together its own program for the fancy drill, but should keep it operable within a 30' X 60' rectangular area.																				
<b>Scoring:</b>	<p>This is a scoring event. The event will be scored per the scoring sheets attached, with the scoring sheets given to the clubs following the Fair.</p> <p>40 Total possible points.  One point will be awarded for each command executed properly for a maximum of 20 points. The remaining points will be given for fancy/free drill portion for its creativity, variety, difficulty and execution, with a maximum of 20 points.</p>																				



# Ohio Pathfinder Drill & Marching Score Sheet

Date: \_\_\_\_/\_\_\_\_/\_\_\_\_

Club Name: \_\_\_\_\_

30' X 60' area – maximum of 3 minutes (Penalty off execution for exceeding time limit)

Command/Description	Score	Comments for Improvement
Basic Drill		
Club waits for signal to start	-----	
1. Fall In (far side in front of judges)	0 ½ 1	
(Club presented to the judges)	-----	
2. Attention	0 ½ 1	
3. Dress Right Dress	0 ½ 1	
4. Ready Front	0 ½ 1	
5. Cover	0 ½ 1	
(Recover)	-----	
6. Present Arms	0 ½ 1	
7. Order Arms	0 ½ 1	
8. Right Face	0 ½ 1	
9. Left Face	0 ½ 1	
10. About Face	0 ½ 1	
11. At Ease	0 ½ 1	
12. Parade Rest	0 ½ 1	
(Attention, Left Face)	-----	
13. Forward March (24 inch steps)	0 ½ 1	
14. Left Flank March	0 ½ 1	
15. Column Left March	0 ½ 1	
16. Eyes Right (6 steps prior to judges)	0 ½ 1	
17. Ready Front (6 steps past judges)	0 ½ 1	
18. Rear March	0 ½ 1	
19. Right Flank March	0 ½ 1	
20. Column Right March (* or Fancy)	0 ½ 1	
<b>Subtotal (20 pts. Possible)</b>		
Fancy Drill (then *)		
Presentation (team appearance)	1 2 3 4	
Creativity (newer ideas)	1 2 3 4	
Variety (multiple movements)	1 2 3 4	
Difficulty (practice commitment)	1 2 3 4	
Execution (uniformity/crispness)	1 2 3 4	
<b>Subtotal (20 pts. Possible)</b>		
*Halt, Present arms, Order arms, Dismissed		
<b>Total Points Earned (40 pts. Possible)</b>		

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# How to Teach Drill - YPAC 2010

## Practice Makes Perfect

There is always a balance between time spent practicing and the ability to learn. If you spend too much time practicing you will lose some Pathfinders who really don't like to drill. Develop a balance that will work for your Pathfinders and re-evaluate every year. Remember not every Pathfinder loves to drill and enjoys staying at attention for 2-3 minutes at a time while you explain how to do something. Practice more often with short intervals of duration such as 5 minutes at the start of your meeting. Have practices of no more than 15 to 20 min during your average meeting. Practice 5 minutes at the end of your meeting.

## Formations

Having the more experienced Pathfinders on the right side (left as you look at them) of the formation will help in the learning process. If you have a larger club, drill in smaller groups or by class and experience if you can. Remember to also drill in single line formations from time to time to insure the Pathfinders understand the differences with movement commands.

## Command Voice

If your Pathfinders can't hear you or understand you they cannot Drill. Use the proper inflection with each command and use diction to pronounce each command clearly. Use your diaphragm to project your voice. Remember to use a steady rhythm and cadence with each command.

## Keep it Simple (KIS Method)

It is possible to teach all the commands to the Pathfinders in one setting but they may not remember them all or they may not be able to demonstrate them the next time you meet. You have plenty of time so take the time to teach one or two, maybe three commands to the Pathfinders and teach those commands well. Each successive meeting review the previously taught commands and then add a couple more.

## Gods Gift

Each of us have gifts, some are good with Math, some English and spelling, some have rhythm and some don't. Some are good at drill and some are not. Some Pathfinders are good at Drill and some are not. Please remember to not single out those that are having difficulty by bringing them up front or going to them to fix their feet when they don't get it. Minor corrections are ok with some such as your older Pathfinders that can understand but be careful of your Friends and Companions as their feelings can be hurt very easily and thus will never like drill... ever!!! If individual correction is needed try to allow the counselor do it or even another Pathfinder or TLT. Pathfinders accept correction much better from their peers than staff and sometimes other Pathfinders can even teach better than we can because they are also learning.

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### Resources

- ⇒ Pathfinder Drill Manual
- ⇒ Pathfinder Drill Video
- ⇒ FM 22-5
- ⇒ FM 3-21.5 (New)
- ⇒ Military Personnel
- ⇒ Other Staff
- ⇒ TLT's
- ⇒ Pathfinders
- ⇒ Movies

### Practice Ideas

- ⇒ Drill Often
- ⇒ Drill Down for fun
- ⇒ Drill in small groups
- ⇒ Drill by experience
- ⇒ Start a Drill Team
- ⇒ Start a Color Guard
- ⇒ Volunteer to raise Colors

## Practice Schedule

Every Pathfinder and Club will progress differently but the following table is a good example of a good conservative practice schedule. The command list assumes the 2<sup>nd</sup> part of most commands such as Dress Right Dress & "Ready Front"

Practice Session									
	1	2	3	4	5	6	7	8	9
Formations, Fall In, & Attention	X	X							
Dress Right Dress & Cover	X	X							
Parade Rest & Stand at Ease	X	X	X						
Prayer Attention, At Ease & Rest	X	X	X						
Present Arms & Hand Salute		X	X						
Dismissed		X	X						
By the Numbers		X	X	X					
Facing Movements		X	X	X					
Open Ranks March			X	X					
Forward March			X	X	X				
Rear March			X	X	X				
Mark Time March			X	X	X				
Left & Right Flank				X	X	X			
Change Step March					X	X			
Left & Right Column					X	X	X		
Left & Right Step March					X	X	X		
Half Step March						X	X		
Advanced Commands						X	X	X	X

## Rewards

Order and discipline is one of the immediate rewards. The ability to move a club from point A to point B in a quick and safe way. When a Pathfinder masters any discipline a feeling of self worth and pride is inevitable. If you are able to create a drill team a sense of comradery will also be a benefit.

## Common Sense

The Drill Manual is a guideline and common sense can help us use the manual to drill our Pathfinder Clubs. Some commands such as Dismissed, Count Off, and By the Numbers are those that some have adapted to fit their Conference or Club style of Drill. Always remember the intension and spirit of the Drill Manual is to give a guideline for teaching and common sense should be the rule of thumb.

## Make it Fun

After a while practice can become boring for the older Pathfinders which have been doing this for a while. The box at the right will give you some ideas that can spice up your practices to keep the interest of the Pathfinders. The commands listed can also be great for a new drill team.

### Make it Fun

- ☞ Double Anything
- ☞ Triple Anything
- ☞ Ripple Anything
- ☞ Stagger Anything
- ☞ Use Squad Commands
- ☞ Combine Commands
- ☞ Hesitate a Command
- ☞ Double to the Rear
- ☞ Triple to the Left Flank
- ☞ Ripple Commands
- ☞ Stagger Commands

Notes: \_\_\_\_\_

# Drill & Marching “The Basics”

<b>Fall In:</b>	The 1 <sup>st</sup> Pathfinder, “marker,” to Fall In, positions themselves so that the unit, when formed, will be three steps in front of and centered on drill instructor. The marker immediately raises their left arm laterally at shoulder level, fingers extended and joined, palm down, with head and eyes to the front. The 2 <sup>nd</sup> Pathfinder takes his position immediately to the left of the marker and on line, their right shoulder touching the marker’s fingertips; they turn their head and eyes to the right for alignment and raise their left arm laterally. As soon as the proper interval has been obtained, the marker drops his left arm quietly to his side assuming attention. The 2 <sup>nd</sup> Pathfinder turns their head and eyes to the front when they are aligned, dropping their arm as soon as proper interval has been obtained and assumes attention. Other Pathfinders of the detail form in a similar manner. The left flank Pathfinder does not raise their arm. (At Close Interval “Fall In” may also be commanded see Close Interval Dress Right Dress below)
<b>Fall Out:</b>	Pathfinders execute an about face, take one step in the new direction and leave their position in formation but remain in the immediate area.
<b>Dismissed:</b>	To formally dismiss the detail, with the Pathfinders at Attention the command is Dismissed, the Pathfinders execute Present Arms, Orders Arms after the drill instructor returns the salute, then execute an About Face, take one step in the new direction and then leave the area. The above commands may be combined and understood to be executed automatically by the Pathfinders when the command Dismissed is given.
<b>By the Numbers:</b>	After initiating this command all subsequent commands are By the Numbers until the command Without Numbers is given. The first count of the movement is executed on the command of execution. The second count is executed on the command, Two of Ready Two.
<b>As you Were:</b>	The Pathfinder Leader gives As you Were to revoke a preparatory command that has been given. If an improperly given command is not revoked, the Pathfinders execute the movement in the best manner possible. (For a “drill down” only an improperly given stationary command by the drill instructor, <u>Should Not</u> be executed and the detail should <u>Stand Fast</u> responding with “As you Were, Sir or Command Sir,” i.e. if the detail is at Present Arms and the drill instructor commands Ready Front the detail should remain at Present Arms and state “As you Were, Sir.” Movement commands should be executed in the best means possible.)
<b>Dress right Dress:</b>	To align the unit at normal interval, the commands are Dress right Dress; Ready Front, each Pathfinder except the right flank Pathfinder turns their head and eyes to the right and aligns himself on the right flank Pathfinder, simultaneously, except the left flank Pathfinder extends their left arm, and each Pathfinder positions themselves by short right or left steps until their right shoulder touches the fingertips of the Pathfinder on their right. On the command Front of Ready Front, the Pathfinders lower their arms smartly & quietly to their side and turn their heads and eyes to the front resuming the position of attention. (Close interval Dress right Dress may also be given where the Pathfinder on the right places the heel of their left hand on their left hip even with the top of the belt line, finger and thumb joined and extended downward, and their elbow in line with their body and touched by the arm of the Pathfinder on their left)
<b>Cover:</b>	To align the unit in column the command is Cover. On this command, each Pathfinder, except the leading Pathfinder, raises their left arm horizontally to the front, fingers extended and joined, palms down, and obtains an arm’s length plus approximately 6 inches from the fingertips to the back of the Pathfinder to their front. At the same time, each Pathfinder aligns directly behind the Pathfinder to their front. To resume the position of attention, the command Recover is given. On this command each Pathfinder lowers their arm smartly & quietly to their side.
<b>Attention:</b>	Standing, with the right foot in place, bring the left heel smartly to the right heel so that the heels are on the same line with the toes pointing out equally, forming an angle of 45 degrees. Keep legs straight without locking knees. Hold body erect, with hips level, chest lifted and arched, and shoulders square and even. The arms should hang straight, without stiffness, along sides with the back of the hands outward; curl your fingers so that the tips of the thumbs are alongside and touching the first joint of forefingers. Keep thumbs straight and along the seams of trousers or skirt, with all fingertips touching the legs. Keep head erect and hold squarely to the front, with chin drawn in so that the axis of head and neck is vertical. Look straight to the front. Rest the weight of body equally on the heels and balls of feet. Remain silent except when replying to a question or when directed otherwise. (Note when the command Fall In is given each Pathfinder assumes the position of attention, and when at Stand At Ease, At Ease, or Rest, Pathfinders assume Parade Rest when the preparatory command for Attention is given.
<b>Parade Rest:</b>	On the command Rest of Parade Rest, (given at attention only) Pathfinders move their left foot smartly 8 inches to the left of their right foot. They keep their legs straight without locking the knees so that the weight rests equally on the heels and the balls of their feet. Simultaneously, place their hands at the small of the back, centered on the belt. Keep the fingers of both hands extended and joined, interlocking the thumbs so that the palm of the right hand is outward. Hold the head and eyes as at attention. Remain silent and do not move. The commands for Attention, Stand at Ease, At Ease or Rest and the directive for Prayer Attention may be given from this position.
<b>Prayer Attention:</b>	Executed only from Parade Rest, the Pathfinder bows their head for prayer. (Male members remove their cover with their right hand and place it behind their back and otherwise assume the position of Parade Rest, on conclusion of prayer, without command, replace their cover with both hands and otherwise assume the position of Parade Rest, Female members are not required to remove their cover.
<b>Stand at Ease:</b>	On the command Ease of Stand at Ease execute Parade Rest but turn the head and eyes directly toward the commander. The commands for Attention, At Ease or Rest may be given from this position. If given from Parade Rest smartly turn the head and eyes toward the commander. While at Stand at Ease maintain eye contact with the commander until given another command.
<b>At Ease:</b>	On the command At Ease Pathfinders may move, but remain silent and standing keeping the right foot in place keeping detail alignment. The commands Attention or Rest may be given from this position.
<b>Rest:</b>	On the command Rest, Pathfinders may talk and move, but remain standing keeping the right foot in place keeping detail alignment. The commands Attention and At Ease may be given from this position.

<b>Present Arms:</b>	Present Arms is a one-count movement given only at the position of attention. On the command of execution, Arms, raise the right hand until the tip of the forefinger touches the forehead just above the right corner of the right eye. (When wearing head dress having a brim, bill, or visor, touch protruding edge of head dress above right eye.) The outer edge of the hand is barely curved downward so that neither the palm nor the back of the hand is visible from the front. The upper arm is horizontal with the elbow inclined slightly forward and the hand and wrist straight.
<b>Order Arms:</b>	Order Arms from Present Arms is a one-count movement. On the command of execution, Arms, return hand smartly & quietly to side, resuming the position of attention.
<b>Hand Salute:</b>	The hand salute is executed like Present Arms and Order Arms as a two count movement. This movement is used when reporting or when rendering courtesy, turn the head and eyes toward the person addressed when saluting and Present Arms, upon acknowledgment by a salute by commander, terminate the salute with Order Arms without command.
<b>Right -Left Face:</b>	To face the flank the command is Right or Left Face. This is a two count movement. On the command Face, slightly raise left heel and right toe for Right Face or right heel and left toe for Left Face, and turn 90 degrees to the direction commanded assisted by a slight pressure on the ball of the trailing foot. Keep legs straight without stiffness. On the second count, place trailing foot smartly beside your leading foot, resuming the position of attention. Hold arms at attention when executing this movement.
<b>About Face:</b>	To face to the rear the command is About Face. This is a two count movement. On the command Face, move the toe of right foot to a position touching the ground approximately one-half the length of foot to the rear and slightly to the left of left heel. Rest most of weight on the heel of the left foot and allow right knee to bend naturally. On the second count, turn to the right 180 degrees on right heel and then ball of left foot, bringing feet back to the position of attention. Hold arms at attention when executing this movement.
<b>Open Ranks March:</b>	When in line at any of the prescribed intervals the club opens ranks for personal inspection or other purposes on the command Open Ranks March. On the command March, the front rank takes two steps forward, the second rank takes one step, and the third rank stands fast. If there are more than three ranks, the fourth rank takes two steps backward, the fifth rank takes four steps backward, the sixth rank takes six steps backward, continue similarly for additional ranks.
<b>Close Ranks March:</b>	To close ranks march (only after the detail has opened ranks) the command is Close Ranks March. On the command March, the front rank takes four steps backward, the second rank takes two steps backward, the third rank stands fast, and the fourth rank takes one step forward, the fifth rank takes two steps forward, and the sixth rank takes three steps forward, continue similarly for additional ranks.
<b># Step to the ( ) March:</b>	For short distances only the commander may designate the number of steps (forward, backward, or sideward by giving the appropriate commands, i.e. 1,2,3, etc steps to the (right, left, forward, backward) March. On the command of execution, March, step off with the left foot except for right step march, and execute halt automatically after completing the number of steps designated.
<b>Right - Left Step March:</b>	To march with a 12-inch step to the left or right, the command is Right or Left Step March. The command is given only at the halt. On the preparatory command Right Step shift the weight of the body without noticeable movement onto the Left foot. On the command of execution March, bend the right knee slightly and raise the right foot only high enough to allow freedom of movement. Place the right foot 12 inches to the right of the left foot, and then move the left foot (keeping the left leg straight) alongside the right foot as in the position of attention (use opposite feet for Left Step March.) Continue this movement, keeping the arms at the sides as in the position of attention. To halt, the command is Ready Halt. This movement is executed in two counts. The preparatory command Ready is given when the heels are together; the command of execution Halt is given the next time the heels are together. On the command of execution Halt, take one more step with the lead foot and then place the trailing foot alongside the lead foot, resuming the position of attention.
<b>Forward March:</b>	Being at the halt and Attention, to march with a 24-inch step in the cadence of quick time, the command is Forward March. On the preparatory command Forward, shift the weight of body to right leg without noticeable movement. On the command March, step off smartly with left foot and march straight forward with 24-inch steps, keeping head and eyes fixed to the front. Swing arms easily in their natural arcs 9 inches straight to the front and 6 inches to the rear of the seams of trousers or skirt. Do not allow arms to bend at the elbow; keep fingers curled as in the position of attention, and just clearing trousers or skirt when swinging.
<b>Halt:</b>	To halt from forward march, the command is Pathfinders Halt, Pathfinders being the preparatory command. Please note there may be several suitable preparatory commands i.e. Ready, Unit, Detail, Color Guard, etc. The command is given as either foot strikes the ground. This movement is executed in two counts. On the command of execution, Halt, take one more step and then bring trailing foot alongside leading foot, resuming the position of attention.
<b>Half step March:</b>	To march forward with a 12-inch step from the halt, the command is Half step March. On the preparatory command Half step shift weight to the right leg without noticeable movement. On the command of execution, March, step forward 12 inches with left foot and continue marching with 12-inch steps. Allow arms to swing as with a 24-inch step. To alter the march to a 12-inch step while marching with a 24-inch step in quick time, the command is Half step March. This command may be given as either foot strikes the ground. On the command of execution March, take one more 24-inch step and then begin marching with a 12-inch step. Allow arms to swing as with a 24-inch step. To resume marching with a 24-inch step, the command is Forward March, given as either foot strikes the ground. On the command of execution March, take one more 12-inch step and then begin marching with 24-inch step. The halt is the same as with quick time. The unit may be marched for short distances from a close interval line formation while marching at half step, Mark Time March, Forward March, Extend March, and Halt are the only commands that may be given.
<b>Extend March:</b>	To obtain correct distance while marching with less than correct distance, the command is Extend March. The leading Pathfinder takes one more 12-inch step then 24-inch steps. Others begin 24-inch steps when at the correct distance.
<b>Mark time March:</b>	To march in place at quick time, the command Mark time March is given as either foot strikes the ground while marching at quick time or at half step. <i>(Not given when at halt nor at double time)</i> When marching at quick time or half step and the command Mark time March is given, take one more step after the command of execution, plant the trailing foot alongside your stationary foot and march in place. Raise each foot alternately, approximately two inches off the ground, executing the movement in quick time. Allow arms to swing naturally. Adjust alignment while marching. The command Forward March is given to resume marching with the 24-inch step. Take one more step in place and then step off with a full step. The command is given as either foot strikes the ground. The halt is the same as with quick time.

<b>Close Interval March:</b>	When in a column at normal interval, at a halt or while marching at quick time, to obtain close interval between files the command is <b>Close Interval March</b> . At the halt, on the command <b>March</b> , the right flank unit stands fast. The other units obtain close interval by taking 1, 2, 3, etc right steps respectively, and <b>Cover</b> with their unit captains. To change interval in column when marching, the preparatory command, <b>Close Interval</b> , is given as the right foot strikes the ground and the command of execution, <b>March</b> , is given the next time the right foot strikes the ground. On the command of execution, the base unit (right file) takes one more 24-inch step, then assumes the half step. All other units take one more step, simultaneously, execute a column half right, and march until close interval is obtained. Then execute a column half left and assume the half step when abreast of the corresponding unit's base unit. On the command <b>Forward March</b> all pathfinders resume marching with a 24-inch step. To resume normal interval while marching the command is <b>Normal Interval March</b> given on the left foot, executed like close interval, but in the opposite direction.
<b>Change step March:</b>	The command <b>Change step March</b> is given as the right foot strikes the ground while marching at quick time. At the command of execution take one more step with left foot, then in one count place right toe near the heel of left foot and step off again with left foot. This movement is executed automatically when a Pathfinder finds themselves out of step with other members of the formation or "Marker Position"
<b>At ease March:</b>	The command <b>At ease March</b> is given as either foot strikes the ground. On the command of execution, <b>March</b> the Pathfinders are no longer required to maintain cadence; however, silence and the approximate interval and distance are retained. <b>Quick time March/ Forward March</b> , or <b>Route step March</b> are the only commands that can be given while marching at ease.
<b>Route step March:</b>	<b>Route Step March</b> is executed exactly the same as <b>At Ease March</b> except that Pathfinders may talk. Note: to change the direction of march while marching at <b>Route Step</b> or <b>At ease March</b> , the commander informally directs the lead element to turn in the desired direction. Before precision movements may be executed, the Pathfinders must resume marching in cadence. The Pathfinders automatically resume marching at attention on the command <b>Quick time March/Forward March</b> , as the commander reestablishes the cadence by counting off for eight steps.
<b>Double time March:</b>	The command <b>Double time March</b> is given from a halt, or as either foot strikes the ground while marching at <b>Quick Time</b> . When the preparatory command for <b>Double time</b> is given from a halt, shift the weight of the body to the right leg without noticeable movement. On the command <b>March</b> raise forearms to a horizontal position, with fingers and thumbs closed, knuckles out and simultaneously step off with left foot. Continue to march with 24-inch steps at the cadence of double time. Let arms swing naturally, straight to the front and rear, but keep forearms horizontal. When marching at quick time, and the command <b>Double time March</b> is given take one more quick time step and step off with a trailing foot in double time as above. To resume <b>Quick time</b> from double time, the command is <b>Quick time March</b> given as either foot strikes the ground. On the command of execution take two more double time steps, then resume quick time, lowering arms to sides. To halt from marching at <b>Double time</b> , at the command of execution, <b>Halt</b> take two more double time steps, (lower hands to the side) and one 24-inch step at quick time, bring trailing foot alongside leading foot, resuming the position of attention. Note: <b>Halt</b> , quick time, column half right (left) and column right (left) are the only movements which can be executed while double timing.
<b>Rear March:</b>	To march in the opposite direction, the command is <b>Rear March</b> (not given from the halt, and it is frequently smoother to use the preparatory command "To the Rear") The preparatory command <b>Rear</b> is given as the right foot strikes the ground. On the command of execution <b>March</b> given when the right foot strikes the ground next, all Pathfinders take one more step with the left foot, pivot on the balls of both feet, turning 180 degrees to the right, and steps off in the new direction. Do not allow the arms to swing outward while turning.
<b>Incline R - L:</b>	To avoid an obstacle in the path of march the commander commands <b>Incline "Around"</b> or "to the Left or Right." The lead Pathfinders incline around the obstacle and reestablishes the original direction. All other Pathfinders follow the lead Pathfinders in formation.
<b>R - L Flank March:</b>	When it is desired to move to the flank for a short distance when marching at <b>Quick time</b> , the command is <b>Right or Left flank March</b> . The preparatory command and the command of execution end when the foot in the indicated direction of march strikes the ground. The interval between the preparatory command and the command of execution is one step. On the command <b>March</b> , each Pathfinder takes one more step, turns in the indicated direction of march on the ball of their leading foot, and steps off in the new direction with that foot creating a "sharp" turn. When marching in the new direction, the Pathfinders glance out the corner of their eyes and dress to the right. Command is not given from a halt.
<b>Column R-L March:</b>	See pages 19, 25 through 27 of the Pathfinder Drill Manual or pages 5-7, 6-9, 7-10 of the 1986 FM 22-5
<b>Count Off</b>	Counting off is executed from right to left in line or rank and from front to rear in file or column. The command is <b>Count Off</b> , when in line at the command of execution, all Pathfinders except the one on the right flank turn their heads and eyes to the right, and the right flank Pathfinder counts off <b>One</b> . After the Pathfinder on the right counts off his number, the Pathfinder to his left counts off the next highest number, at the same time turning his head and eyes to the front. The numbers are counted in the cadence of quick time from Pathfinder to Pathfinder. All movements are made in a precise manner. When in column, at the command of execution, each Pathfinder in succession (starting with the leading Pathfinder) turns his head to the right and counts off his number sharply over his right shoulder. They then turn their head back to the front. The last Pathfinder in column keeps his head and eyes to the front.
<b>Eyes Right</b>	At the halt, all Pathfinders, on the command <b>Eyes Right</b> , turn head and eyes to the right 45 degrees. Their head and eyes follow the reviewing official until they are looking directly to the front. Only the club director renders the hand salute. When marching, the club commander, without turning their body, commands <b>Eyes Right; Ready Front</b> . They give the command <b>Right</b> when they are six steps from the reviewing official or reviewing stand, and <b>Front</b> when the last rank of the club has cleared the reviewing official or reviewing stand by six steps. When the command <b>Right</b> is given, each Pathfinder except the right file, turns head and eyes to the right at an angle of 45 degrees while marching until the command <b>Front</b> is given. On the command <b>Front</b> , heads and eyes again face front. The commands "Eyes" and "Right" are given on the right foot. "Ready" and "Front" are given on the left foot. On the command <b>Eyes Right</b> the club commander turns their head and eyes right and renders <b>Present Arms</b> . The club commander ends the salute on the command <b>Front</b> .
<b>Drill Down Notes:</b>	For a "Drill Down" only an improperly given stationary command by the drill instructor, <u>Should Not</u> be executed and the detail should Stand Fast responding with, "As you Were, Sir," or "Command Sir," i.e. if the detail is at <b>Present Arms</b> and the drill instructor commands <b>Ready Front</b> the detail should remain at <b>Present Arms</b> and state <b>As you Were, Sir</b> . Movement commands should be executed in the best means possible
<b>Please Note:</b>	This command reference is excerpted from the Pathfinder Drill Manual and the FM 22-5 United States Army drill manual (from which the Pathfinder drill manual was based) with wording modifications permitting ease of use, understanding and organization. These informational sheets should be used only as a quick reference and only base all technical questions related to drilling etiquette strictly on the Pathfinder drill manual or the FM 22-5, further visual reference is available via video from Advent Source, "Pathfinder Club Drill: The Basics" If there are any further questions or if errors are found please contact <a href="mailto:Joel.Hutchins@thsldu.comcast.net">Joel Hutchins at thsldu@comcast.net</a> or through the Potomac Conf. Columbia Union 301-572-0714

## Indian Drag Race

<b>Description:</b>	This activity will feature the construction of an Indian-type travois incorporating two types of lashing (diagonal and square)
<b>Equipment:</b>	<p>Equipment to be furnished by the Pathfinder Club for each team of Pathfinders participating in the event:</p> <ol style="list-style-type: none"> <li>1. Two (2) Wooden Poles (2" x 2"), 8' long each</li> <li>2. Two (2) Wooden Poles (2" x 2"), 3' (minimum) long each</li> </ol> <p>Equipment to be furnished by the Conference:</p> <ol style="list-style-type: none"> <li>1. Stop Watches</li> <li>2. Four (4) pieces of ¼" cotton sash cord x 12 ft. long each</li> </ol>
<b>Participants:</b>	Suggested: Team of seven (7) Pathfinders (with three (3) as the minimum)
<b>Procedure:</b>	<p>A team of Pathfinders will line up behind the starting line with their pile of materials on the ground behind them. At the 'start' signal, Pathfinders # 1 &amp; # 2 will turn around and lash one of the 3-foot long poles across both of the long poles one foot from the end with <u>Square Lashings</u> such that the long poles are two foot apart. When complete, Pathfinders # 3 &amp; # 4 will lash the other 3-foot long pole across the two long poles two (2) feet from the first crosspiece (3 feet from the end) with <u>Diagonal Lashings</u>. When the lashings are complete, the framework will form a 'drag carriage'. Pathfinders # 5 &amp; # 6 each will pick up one end of each long pole at end opposite the crosspieces. Pathfinder # 7 will sit on the upper crosspiece with his/her feet on the lower crosspiece while grasping the long poles firmly. Pathfinder # 7 is then 'dragged' by Pathfinders # 5 &amp; # 6 around a pylon 50-foot away and back across the start/finish line. Pathfinder # 7 must not touch the ground during the 'dragging'. If a lash comes loose, it must be retied by the Pathfinder that tied it and the 'dragging' completed.</p>
<b>Notes:</b>	Poles cannot be notched, but a painted/inked mark may be used to indicate the one (1) and three (3) foot marks
<b>Scoring:</b>	<p>30 total points possible</p> <p>20 points maximum for correctly completed lashings (max.5 points ea.)</p> <p>10 points maximum for completion time as listed below:</p> <ul style="list-style-type: none"> <li>10 points for completion in 3 minutes or less</li> <li>8 points for completion in 4 minutes or less</li> <li>6 points for completion in 5 minutes or less</li> <li>4 points for participating</li> </ul>

## Fire Building and Cookery

<b>Description:</b>	Use fire building skills to start fire, burn through an elevated string, and cook a pancake.
<b>Equipment:</b>	<p>Equipment to be furnished by Pathfinder Clubs for each team:</p> <p>One hatchet Knives, in sheaths, for making shavings Skillet Cooking oil in a small container Pancake batter premixed for 1 pancake in a small container Spatula Firewood—wood provided by the Clubs for the Indian Drag Race will be reused as firewood for this event.</p> <p>To be furnished by the Conference: Six standard Strike Anywhere wooden kitchen matches</p>
<b>Participants:</b>	Up to five (5) Pathfinders can participate on each team. A club can have as many teams as needed for all Pathfinders to participate. A team may have less than five members or combine with other clubs.
<b>Procedure:</b>	<p>Two poles will be supplied which are driven into the ground four feet apart. Two strings will be stretched between the poles; one 18" above the ground and one 24" above the ground.</p> <p>At the starting signal, the team splits the wood, makes shavings and lays a fire beneath the lower string, i.e. materials must not go above the lower string. When the team is satisfied that their fire-lay is ready, they are to light their fire. If a team is not able to light their fire with their six matches, the team will be disqualified. After the fire starts burning, the fire must not be touched, nor any more wood added until the upper string is burned through.</p> <p>After the fire has burned through the upper string, additional firewood may be added, if needed, for the team to cook a pancake on the fire and feed it to one of their Club leaders, Director, Associate Directors, or Unit Counselors.</p>
<b>Notes:</b>	<p>It is very important that the fire be built large enough to burn through the upper string before lighting, since no additional wood may be added once the fire is lit and the wood begins burning.</p> <p><b><u>Important Notice: Safety must be practiced at all times. Clubs need to teach their team members how to safely use the tools. Teams will be disqualified if, in the opinion of the judge/timer, any team member exhibits unsafe use of the hatchet or knives. The judge's decision is final.</u></b></p>
<b>Scoring:</b>	30 total points possible with scoring being based on the total elapsed time from the starting signal until the upper string is burned so the string drops for 15 points and when the pancake is eaten for 15 points.



## Nail Driving

<b>Description:</b>	This activity will show individual nail driving skills.
<b>Equipment:</b>	<p>To be furnished by the conference.</p> <p>Logs Nails (10d Common)</p> <p>To be furnished by the club.</p> <p>Hammers (16 oz. Claw) for each of the Pathfinders participating at a time Safety glasses for each of the Pathfinders participating at a time</p>
<b>Participants:</b>	1 Pathfinder can participate for every 5 club members
<b>Procedure:</b>	<p>Nails (10d Commons) and logs will be provided Each Pathfinder is given 10 nails Nails will be driven into large logs Nails cannot be started before the signal to begin Bent nails will not count—participants will be handed new nails to replace those bent</p>
<b>Notes:</b>	<p>Safety glasses must be worn in order to participate in this event. Pathfinder will be disqualified if safety glasses removed during the event.</p> <p><b>(Remember to always wear safety glasses, including when practicing for the event at your local club)</b></p>
<b>Scoring:</b>	<p>20 total points possible</p> <p>The event will be run in rounds/heats with the first 3 Pathfinders in each round/heat to drive in all 10 ten nails moving on to the next round.</p> <p>The final round will place the Pathfinders</p>

## Power Build

<b>Description:</b>	The objective is for each team to build/construct something that represents the Fair Theme ' <b>Keep The Morning Watch</b> ' with emphasis on 'Bible Study', using their creative skills
<b>Equipment:</b>	All equipment furnished by the conference Box of miscellaneous items (i.e. rope, tape, wood, bottles, straws, paper, pens, markers, ties, etc.)
<b>Participants:</b>	Teams of six (6) Pathfinders. Each club may have one team of six Pathfinders for each twelve Pathfinders in their club. Small Clubs may combine to form a team
<b>Procedure:</b>	Pathfinders will line up next to a box containing various materials to be used for building their idea. At the start signal, each team will remove the items from the box to see what materials they have available for use. They then work together to plan something they can construct with the materials from the box which will represent the theme for the fair 'Keep The Morning Watch' with emphasis on 'Bible Study'. Their ideas are only limited by their creativity. They will have 20 minutes to construct their design. Each team will then present their design and explain its representation to the theme, during which time they will be judged for 'creativity' and 'representation to the theme'.
<b>Notes:</b>	The team can discuss possible ideas before the events to have a start on ideas, but they will not know what materials are in the box prior to the event. They may practice by assembling their own miscellaneous items and test build some designs. Designs are limited to the materials within the box.
<b>Scoring:</b>	30 total points possible  15 points maximum for their creativity 15 points maximum for their representation to the theme  <b>BE CREATIVE!</b>

## Feed the Baby

<b>Description:</b>	Surprise.
<b>Equipment:</b>	To be furnished by the conference.
<b>Participant:</b>	Teams of five (5) Pathfinders from each club.
<b>Procedure:</b>	To be announced at event.
<b>Notes:</b>	Disqualification rules to be announced.
<b>Scoring:</b>	<p>20 total points possible</p> <p>Scoring will be based on the total elapsed time from the starting signal until completion.</p> <p>20 points maximum</p> <ul style="list-style-type: none"><li>20 points for emptying container in fastest time</li><li>15 points for emptying container within 1 minute or less of fastest time</li><li>10 points for emptying container within 1 - 2 minutes of fastest time</li><li>5 points for emptying container over 2 minutes of fastest time</li></ul>

## Obstacle Race

<b>Description:</b>	Follow the course to get around, over or through obstacles placed on the trail in order to complete the course.
<b>Equipment:</b>	To be furnished by conference.
<b>Participant:</b>	Teams of four (4) Pathfinders from each club. A team may combine with other clubs
<b>Procedure:</b>	Pathfinders will navigate the course one at a time as a relay with the time being the total time of all four members.
<b>Notes:</b>	
<b>Scoring:</b>	10 points possible.  10 points for fastest time. 8 points for time within 1 minute of less of fastest time 6 points for time in 1-3 minutes of fastest time 4 points for time over 3 minutes of fastest time

## Horseshoe Toss

<b>Description:</b>	This activity will involve throwing horseshoes to get each of them as close to the pin as possible.
<b>Equipment:</b>	To be furnished by conference.
<b>Participant:</b>	Teams of four (4) Pathfinders from each club. A team may combine with other clubs
<b>Procedure:</b>	A team of four (4) Pathfinders will line up at the starting line with each Pathfinder throwing two (2) horseshoes each with the distance of the closet horseshoe to the pin being measured.
<b>Notes:</b>	
<b>Scoring:</b>	10 points possible.  10 points for closest to the pin 8 points for distance to within 2 inches of closest distance to pin 6 points for distance to within 6 inches of closest distance to pin 4 points for distance to within 12 inches of closest distance to pin

## Balloon Launch

<b>Description:</b>	This activity will involve filling a balloon with water and using a large slingshot to hit a target on an adjacent hill with the filled balloons.
<b>Equipment:</b>	To be furnished by conference.
<b>Participant:</b>	Teams of four (4) Pathfinders from each club. A team may combine with other clubs
<b>Procedure:</b>	A team of four (4) Pathfinders will line up at the starting line with balloons to fill with water. The Pathfinder will fill the balloons with water and tie them shut. Two Pathfinders will hold the slingshot while the other two will attempt to hit a target on adjacent hill
<b>Notes:</b>	
<b>Scoring:</b>	10 total points possible  10 points for hitting the center target area 8 points for hitting within the second ring area 6 points for hitting within the third ring area 4 points for hitting within the outside ring area

## Paper Toss and Bell Ring

<b>Description:</b>	Follow the course to deliver the newspaper and ring the bell for completion.
<b>Equipment:</b>	To be furnished by conference.
<b>Participant:</b>	Teams of five (5) Pathfinders from each club. A team may combine with other clubs.
<b>Procedure:</b>	Pathfinders will navigate the course one at a time as a relay with the time being the total time of all five members.
<b>Notes:</b>	
<b>Scoring:</b>	10 points possible.  10 points for fastest time. 8 points for time within 1 minute or less of the fastest time 6 points for time in 1-3 minutes of the fastest time 4 points for time over 3 minutes of the fastest time

## Three Stilted Race

<b>Description:</b>	Use stilts to navigate over a predefined course.
<b>Equipment:</b>	To be furnished by conference.
<b>Participant:</b>	Teams of five (5) Pathfinders from each club. A team may combine with other clubs
<b>Procedure:</b>	Two team members at a time will navigate a marked out course using stilts with one stilt shared by both team members (i.e.) like a three-legged sack race).
<b>Notes:</b>	
<b>Scoring:</b>	10 total points possible.  10 points for fastest time 8 points for time within 1 minute or less of the fastest time 6 points for time in 1 - 3 minutes of the fastest time 4 points for time over 3 minutes of the fastest time



## Fire Brigade Race

<b>Description:</b>	This activity will move a bucket of water from the water trough to the fire to put it out.
<b>Equipment:</b>	<p>All equipment furnished by the conference.</p> <p>3. Water tank/supply with ladle</p> <p>4. Modified bucket with markings</p> <p>5. Water tank/dump</p>
<b>Participant:</b>	Team of five (5) pathfinders
<b>Procedure:</b>	A team of four (4) Pathfinders will line up at the starting line holding a bucket. The remaining Pathfinder will fill the bucket with water to overfull using the ladle and water supply tank. The four (4) Pathfinders will then transport the bucket to the finish line, keeping as much of the water as possible in the bucket to put out the simulated fire and dump the water in the fire water supply bucket.
<b>Notes:</b>	One point of interest, the bucket will have eight holes in it.
<b>Scoring:</b>	<p>10 total points possible</p> <p>10 total points possible for amount of water transported to fire</p> <p>10 points for full bucket transported</p> <p>8 points for <math>\frac{3}{4}</math> - full bucket transported</p> <p>6 points for <math>\frac{1}{2}</math> - <math>\frac{3}{4}</math> bucket transported</p> <p>4 points for <math>\frac{1}{4}</math> - <math>\frac{1}{2}</math> bucket transported</p> <p>2 points for less than <math>\frac{1}{4}</math> bucket transported</p>

# Campsite Inspection Form

Club Name \_\_\_\_\_

Inspector \_\_\_\_\_ Date \_\_\_\_\_

## TENTS -

- |  |       |       |
|--|-------|-------|
| 1) Tents properly pitched, aligned, neat & orderly, with ropes and tie-downs installed properly  | 0 - 5 | _____ |
| 2) Uniformity of doors and windows, doors must be open and screens closed to facilitate inspections unless inclement weather                       | 0 - 5 | _____ |
| 3) Interiors neat, items uniform within each tent, area swept, suitcases or duffle bags arranged. Bible at head of bed except during meeting times | 0 - 5 | _____ |

## COOKING AREA -

- |   |       |       |
|---|-------|-------|
| 1) Sheltered area adequate for cooking  | 0 - 5 | _____ |
| 2) Menu and KP list posted where all can read it                                | 0 - 5 | _____ |
| 3) Stoves clean and secure, fires in safe condition away from tents             | 0 - 5 | _____ |
| 4) Food and utensils stored so they are animal protected, insect free and clean | 0 - 5 | _____ |
| 5) Trash and garbage storage and disposal provided for, tidy and secured        | 0 - 5 | _____ |

## HEALTH FACILITIES -

- |  |        |       |
|--|--------|-------|
| 1) Proper sanitation and protection provided for                     | 0 - 5  | _____ |
| 2) Dishwashing and clean-up area clean and secure                    | 0 - 5  | _____ |
| 3) First Aid Kit available, well-equipped, marked and in plain sight | 0 - 5  | _____ |
| 4) Medical consent forms for all Pathfinders current and available   | 0 - 10 | _____ |

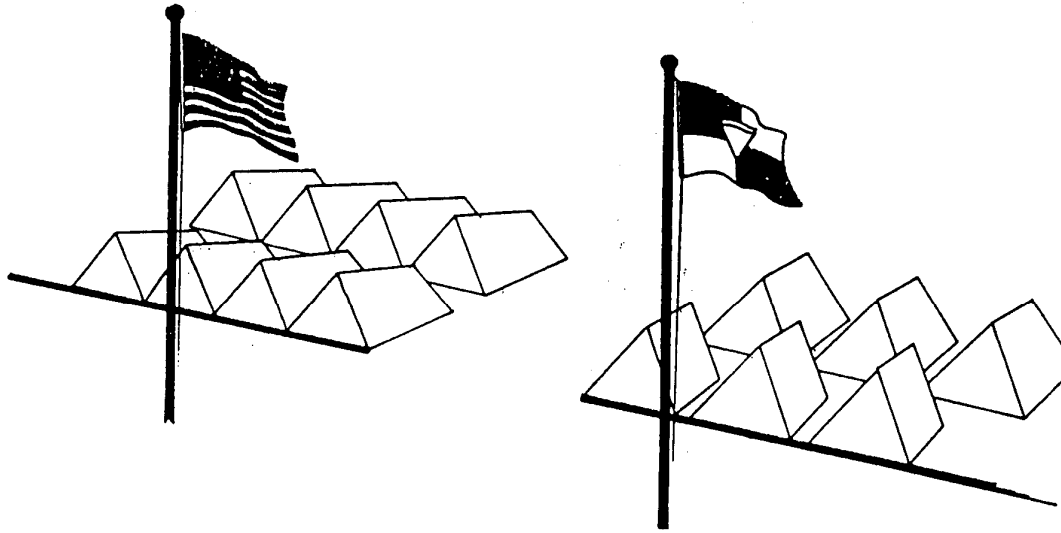
## CAMPSITE -

- |   |       |       |
|---|-------|-------|
| 1) Club name sign provided for which is readable, secure and neat   | 0 - 5 | _____ |
| 2) Camp layout orderly & safe (including campfire) and camp accessible to all   | 0 - 5 | _____ |
| 3) Camp neat, paper and trash policed (10 yd. radius)   | 0 - 5 | _____ |
| 4) Camp furniture, tables & chairs clean and neat   | 0 - 5 | _____ |
| 5) Flags and Unit Guidons (if available) correctly posted, secure, neat and clean   | 0 - 5 | _____ |
| 6) Fire safety procedures posted. Fire extinguisher, shovel and bucket of water marked "For Fire Only" available (all are required) | 0 - 5 | _____ |
| 7) Date of last Fire Drill of Club: _____<br>(must be held during campout and date posted)  | 0 - 5 | _____ |

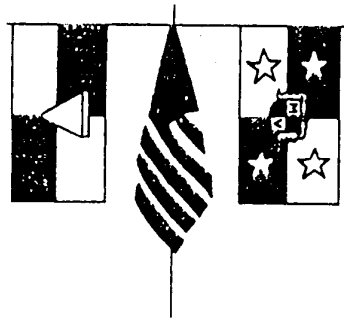
100 Points Possible

TOTAL \_\_\_\_\_

## Campsite Flag Displaying



When the flag of the United States is displayed at a camporee or campout it should be placed at the right of those who are camping and not at the right of those entering the camp.



If the American flag is displayed on a cross-type pole with MV and Pathfinder flags, the United States flag should be in the middle and a bit higher than the others



When a long pole is used for two or more flags, the American flag should be displayed above the MV and Pathfinder flags.

## Campsite Fire Safety Sheet

# FIRE SAFETY PROCEDURES

In Case of Fire:

1. Get away!
2. Yell for help.
3. If your or someone's clothes catch on fire, roll on ground to smother flames. Do not run.

### STOP-DROP-ROLL

4. Help extinguish fire by smothering it with appropriate method--such as, fire extinguisher for kitchen fire, blankets, shovel, buckets of water or sand for ground fire.
5. Follow directions of director in charge.

For further instructions on fire safety, contact the Conference Pathfinder Department.

=====

## Fire Safety Drill

This form must be posted in campsite at every camporee.

Review above procedures, and know how to use fire extinguisher!!

Our club held a successful fire drill on \_\_\_\_\_ .  
(date)

All members of the club participated.

Club \_\_\_\_\_ Director \_\_\_\_\_

# *Keep the Morning Watch*

Ohio Conference Pathfinder Fair 2011  
Mount Vernon Academy  
April 29 - May 1, 2011



## **Pre-Registration Form**

Please return this questionnaire form to Youth Ministries at the Ohio Conference.

Mail to: Youth Ministries, Ohio Conference of SDA, P.O. Box 1230, Mt. Vernon, OH 43050

CLUB NAME: \_\_\_\_\_

DIRECTOR: \_\_\_\_\_

Phone #: \_\_\_\_\_ E-mail: \_\_\_\_\_

Our club plans to enter the following Fair activities (Please check those entering):

\_\_\_\_ Junior Basketball Tournament (Number of Basketball Teams: \_\_\_\_\_)

\_\_\_\_ Teen Basketball Tournament (Number of Basketball Teams: \_\_\_\_\_)

\_\_\_\_ Volleyball Tournament (Number of Volleyball Teams: \_\_\_\_\_)

\_\_\_\_ Honor/Crafts and/or Activities Display (Area Required: \_\_\_\_\_ft Wide)

\_\_\_\_ Drilling Demonstration

\_\_\_\_ Food Booth (if checked please fill out the information below)

OUR CLUB WOULD LIKE TO SELL (Please describe type of food):

Sandwiches: \_\_\_\_\_

Entrees: \_\_\_\_\_

Salads: \_\_\_\_\_

Desserts: \_\_\_\_\_

Drinks: \_\_\_\_\_

Others: \_\_\_\_\_

Will your club assist in operating an event? \_\_\_\_ YES \_\_\_\_ NO

Overnight Camping – Please check type of camping and enter nights camping:

\_\_\_\_ None \_\_\_\_ MVA Camping \_\_\_\_ Gym Sleeping \_\_\_\_ Fri Night \_\_\_\_ Sat Night

# Camping: \_\_\_\_\_ \*Planned date | time of arrival: \_\_\_\_/\_\_\_\_/\_\_\_\_:\_\_\_\_

# Keep the Morning Watch

Ohio Conference Pathfinder Fair 2011  
Mount Vernon Academy  
April 29 - May 1, 2011



## On-Site Registration Form (Page 1)

### Club Information

Club Name \_\_\_\_\_ Director \_\_\_\_\_

Number of Pathfinders in Club \_\_\_\_\_ Number of Staff in Club \_\_\_\_\_

### Fair Registration

Number of Pathfinders	_____	x \$7.00 =	\$ _____
Number of Club Staff	_____	x \$7.00 =	\$ _____
Number of Other (with patch/pin)	_____	x \$7.00 =	\$ _____
Number of Other (w/out patch/pin)	_____	FREE	-0-
Number of additional patches	_____	x \$1.25 =	\$ _____
Number of additional pins	_____	x \$1.25 =	\$ _____
<b>TOTAL AMOUNT DUE</b>			<b>\$ _____</b>

**\*Please make checks payable to: The Ohio Conference of Seventh-day Adventists**

Clubs are requested to assist with or operate an individual event. Please sign up to 'Lead Event' for directing operation of an event, 'Assist Sit-up' for helping with laying out an event or 'Assist Operation' for helping with running an event.

Please select an event and area from below by placing the last name of the individual that will cover the event and responsibility on the line associated with you will cover:

<u>Event</u>	<u>Lead Event</u>	<u>Assist Sit-up</u>	<u>Assist Operation</u>
Obstacle Race	_____	_____	_____
Horseshoe Toss	_____	_____	_____
Balloon Launch	_____	_____	_____
Paper Toss & Ring Bell	_____	_____	_____
Three Stilted Race	_____	_____	_____
Fire Brigade Race	_____	_____	_____

Each club is requested to assist in cleanup of part of the grounds at the closing of the Fair, which will occur at 3:30 PM Sunday, following the closing Awards Ceremony.

Please select an area from below by placing a check mark for the area you will cover:

_____ Lower Camping Area	_____ Gym
_____ Men's Restroom	_____ Women's Restroom
_____ Men's Showers	_____ Women's Showers
_____ Grounds around Gym	_____ Grounds around Parking Area
_____ Cafeteria Bldg	_____ Grounds between Cafeteria and ABC

# *Keep the Morning Watch*

Ohio Conference Pathfinder Fair 2011  
Mount Vernon Academy  
April 29 - May 1, 2011



## **On-Site Registration Form (Page 2)**

### **Basketball/Volleyball Registration Form**

#### **Club Information**

Club Name \_\_\_\_\_ Director \_\_\_\_\_

#### **Junior Pathfinders (Ages 10-12) Basketball Team(s) Registration**

Enter the names of the Pathfinders participating in the basketball tournament.

TEAM A	TEAM B	TEAM C
1. _____	1. _____	1. _____
2. _____	2. _____	2. _____
3. _____	3. _____	3. _____
4. _____	4. _____	4. _____

#### **Teen Pathfinders (Ages 13-15) Basketball Team(s) Registration**

Enter the names of the Pathfinders participating in the basketball tournament.

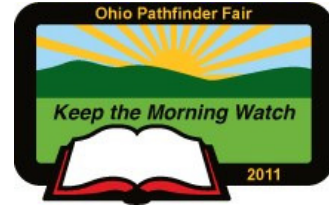
TEAM A	TEAM B	TEAM C
1. _____	1. _____	1. _____
2. _____	2. _____	2. _____
3. _____	3. _____	3. _____
4. _____	4. _____	4. _____

#### **Volleyball Team Registration**

Enter the names of the Pathfinders participating in the volleyball tournament.

TEAM A	TEAM B	TEAM C
1. _____	1. _____	1. _____
2. _____	2. _____	2. _____
3. _____	3. _____	3. _____
4. _____	4. _____	4. _____
5. _____	5. _____	5. _____
6. _____	6. _____	6. _____

**Ohio Pathfinder Fair 2011**  
***Keep the Morning Watch***    **April 29 - May 1,**  
**2011**



**CLUB INFORMATION SHEET**  
**For reading during Opening Ceremonies Parade**

Please provide filled out form with the on-site registration form. (Note: 10 pts. of the parade points)

**Club Name:**

**Club Directors' Names:**

**Staff Members' Names:**

**Honors the Club has worked on during the past year:**

**Special Places, Trips or Events the Club has experienced during the past year:**

**Other Special Features or Something Special about your club:**



## **Keep the Morning Watch - 2011 Ohio Pathfinder Fair Score Sheet**

CLUB NAME \_\_\_\_\_ DIRECTOR \_\_\_\_\_

### **Pre-Registration Form mailed by April 22nd**

Points Possible: 20

### **On-Site Registration Form completed and turned in upon arrival**

Points Possible: 20

### **Percentage of Pathfinder Club in attendance at the Fair**

Points Possible: 40

0-50%	10 points
51-75%	20 points
76-99%	30 points
100%	40 points

### **Percentage of Pathfinder Club in uniform at the Fair**

Points Possible: 40

0-50%	10 points
51-75%	20 points
76-99%	30 points
100%	40 points

### **Opening Participation with Club Information Sheet**

Points Possible: 20

### **Drilling Demonstration**

Points Possible: 40

### **Club Honors/Crafts and/or Activities Display**

Points Possible: 20

### **Participate in Campus Clean-up and Events Operation**

Points Possible: 20

### **Pathfinder Events**

Points Possible: 180

- |                            |                   |       |
|----------------------------|-------------------|-------|
| 1. Indian Drag Race        | (30 pts possible) | _____ |
| 2. Nail Driving            | (20 pts possible) | _____ |
| 3. Fire Building & Cookery | (30 pts possible) | _____ |
| 4. Power Build             | (20 pts possible) | _____ |
| 5. Feed the Baby           | (20 pts possible) | _____ |
| 6. Obstacle Race           | (10 pts possible) | _____ |
| 7. Horse Shoe Toss         | (10 pts possible) | _____ |
| 8. Balloon Launch          | (10 pts possible) | _____ |
| 9. Paper Toss & Bell Ring  | (10 pts possible) | _____ |
| 10. Three Stilted Race     | (10 pts possible) | _____ |
| 11. Fire Brigade Race      | (10 pts possible) | _____ |

### **TOTAL FAIR POINTS**

### **Award Placement for the Fair**

<input type="checkbox"/>	President's Award	350-400 pts
<input type="checkbox"/>	Governor's Award	300-350 pts

<input type="checkbox"/>	Achievement Award	200-299 pts
<input type="checkbox"/>	Citation Award	100-199 pts

# ***Keep the Morning Watch***

Ohio Conference Pathfinder Fair 2011  
Mount Vernon Academy

**April 29 - May 1, 2011**

## **Pathfinder Fair Pin**



## **Pathfinder Fair Patch**

