

PATHFINDER SKILLS EVENT

RED ZONE ACTIVITIES



The Pathfinder Skills Events will emphasize the teachings of the Pathfinders. These activities are for both eTracker and Varsity Pathfinders, and are an annual event at Red Zone.

Dear Pathfinder Director and Staff,

Red Zone 2018 is approaching and we are excited to bring back to you the 6th annual Pathfinder Skills Events (PSE). These events have been added so that your clubs can participate in events other than Drill and Drum at Red Zone. The events are for both eTracker and Varsity Pathfinders.

Attached is a package prepared for you including the description, rules, and other pertinent information necessary to have your clubs participate in these events.

Please start preparing your Pathfinders for these events. Pathfinder Skills Events will emphasize the teachings of the Pathfinders. We are looking forward to having your club at Camp Kulaqua on May 25-27, 2018 (Memorial Day Holiday weekend).

You need to register online for the Pathfinder Skill Events through the conference, by May 12, 2018. This is very important in order to make the necessary arrangements for the different events. Please note that Drill and Drum competitions will continue as normal. Registration for the Pathfinder Skill Events will open in February. Check your email updates from the conference.

If you have any questions please don't hesitate get in contact with:

Deidre Taylor, E-Tracker Director at eastareapathfinders@yahoo.com

Jose Diaz, Varsity Director at varsitylt@gmail.com

Kim Lucas, TLT Director at blubarron@gmail.com

and we will be happy to answer your questions.

Sincerely,

Deidre Taylor

Florida Conference E-Tracker State Director

Jose Diaz

Florida Conference Varsity State Director

Kim Lucas

Florida Conference TLT State Director

Honor Evaluation Event



Event Description

The Honor Evaluation PSE consists of a test evaluating the knowledge of a specific honor. The club will choose one (1) eTracker and one (1) Varsity Pathfinder to represent them. The test will consist of a combination of 50 multiple choices and fill-in-the-blank. There will be an eTracker and a Varsity level honor.

Rules for the Honor Evaluation Event

The Pathfinder will be in **Class D** uniform. There will be no Bibles, notes or electronics of any kind permitted in the testing area, or during the evaluation. This PSE is scheduled for 50 minutes. If the rules are broken, the Pathfinder is disqualified.

Honor Evaluation Results

First Place	100-90
Second Place	89-80
Participation	79-0

Bible Book Event



Event Description

The Bible Book PSE consists of a test evaluating the knowledge of the specific Bible book. The club will choose one (1) eTracker Pathfinder and one (1) Varsity Pathfinder to represent them. The test will consist of 50 multiple choice questions using the Pathfinder Bible. There will be an eTracker level and a Varsity level test. This PSE is scheduled for 50 minutes.

Rules for the Bible Book Event

The Pathfinder will be in **Class D** uniform. There will be no Bibles, notes or electronics of any kind permitted in the testing area, or during the evaluation. This PSE is scheduled for 50 minutes. If the rules are broken, the Pathfinder is disqualified.

2018 Books

eTracker: Esther
Varsity: John

Bible Book Results

First Place	100-90
Second Place	89-80
Participation	79-0

Tent Event



Event Description

The Tent Pathfinder Skills Event consists of setting up a tent, undoing the tent, and storing it. Once the tent is set up, with the door zipped, and screens open - the Pathfinders should stand at attention at every corner, and face the PSE judge. Then the tent is taken down and stored in its bag. Pathfinders will have a maximum of 5 minutes for this PSE.

Rules for the Tent event

- A maximum of four (4) Pathfinders is required, which should include at least one eTracker, at least one Varsity, at least one boy, and at least one girl.
- A tent and mallet will be provided by the conference for the event.
- The Pathfinder team must be ten (10) feet away from the tent bag. Time will begin when the whistle is blown.
- Stakes need to be placed in the ground at each tent corner.
- When ready for inspection, the tent bag must be inside the tent, and the door zipped closed, with the screen open.
- Time will stop at the time of inspection (when the team is at attention), and again when the tent bag is zipped closed.
- There will be NO outside coaching during the event. If the rules are broken, the Pathfinders are disqualified.

Tent Model

Ozark Trail

7 x 7 Dome Tent

(Walmart Item #553465073)

Tent Event Results

First Place:

Under 1:30 Minutes

Second Place:

1:30 to 3 Minutes

Third Place:

3 to 4 Minutes

Participation:

Over 4 Minutes

Archery Skills Event



Event Description

The Archery Pathfinder Skills Event consists of assembling a bow, shooting 2 arrows, and disassembling the bow. There will be three (3) separate scores, which will be added up for a total score.

Phases for the Archery Skills Event

First Phase: Correctly and safely assemble the bow

Second Phase: Accurately shoot 2 arrows at target

Third Phase: Correctly disassemble the bow

- Each club team will have one (1) Varsity Pathfinder and one (1) eTracker Pathfinder.
- Each team will have a maximum of ten (10) minutes to complete all 3 phases.
- One Pathfinder will assemble and shoot the first arrow. The other Pathfinder will shoot the second arrow and disassemble the bow.
- The arrow must land on your own target, not your neighbor's.

Rules for the Archery Skills Event

- One (1) Varsity Pathfinder and one (1) eTracker Pathfinder is required per club.
- Pathfinder team must be five (5) feet away from the assembly table prior to the whistle blown.
- Time will begin when the whistle is blown.
- There will be NO outside coaching during the event. If the rules are broken, the Pathfinders are disqualified.
- No asking for instructions from the spectators.

Bow Specification

Axle to Axle Length: 54"

Draw Weight: 29 Lbs.

(for example: Bear Archery Bullseye X Recurve Bow)

Archery Skills Results

First and Third Phases:

1 to 3 Minutes = 25 points

Second Phase:

Bull's Eye = 25

2nd Ring = 15

3rd Ring = 10

4th Ring = 5

Total Points:

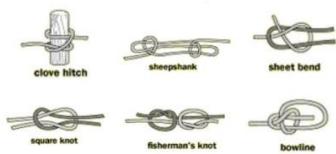
1st Place: 75-100 points

2nd Place: 61-74 points

3rd Place: 50-60 points

Participation: 49 and under

Knots' Relay Event



Event Description

The Knots' Relay PSE consists of a relay of Pathfinders making knots one at a time. Six knots will be made by five (5) pathfinders. The required materials will be provided by the conference. Materials to be used: three ropes of 3 feet each, one 5-foot rope, and a piece of wood (two feet long). Please look at the "Illustration of Knots" page for details. Participants should know all the knots. Pathfinders will have a maximum of four (4) minutes for this PSE.

Procedure for the Knots' Relay Event

1st Pathfinder:

Goes out with rope, running, and makes a **Clove Hitch** knot around the piece of wood. Then returns to the starting point, and touches the second Pathfinder.

2nd Pathfinder:

Goes out running, rope in hand, and makes a **Square Knot** with the tip of the excess of the Clove Hitch. Then goes back and touches the third Pathfinder.

3rd Pathfinder:

Goes out running without a rope, and makes the **Sheepshank Knot** with the extra tip of the second rope. Then goes back and touches the fourth Pathfinder.

4th Pathfinder:

Goes out with rope, and makes the **Fisherman Knot** with the end from rope used in the Sheepshank Knot, with remaining end of the second rope.

5th Pathfinder:

Goes out with rope, makes the **Sheet Bend Knot**, and ties the rope around his/her waist with the **Bowline Knot**. Then runs back, pulling the wood with all the knots.

Once the 5th Pathfinder and wood cross the line, the time will stop. The judge will then evaluate all the knots. Once the evaluation is complete, the Pathfinder can untie the rope.

Rules for the Knots' Relay Event

- Five (5) Pathfinders are required per club, which should include at least one eTracker, at least one Varsity, at least one boy, and at least one girl.
- The judges will assign the knots to the Pathfinders.
- There will be **NO** outside coaching during the event. If the rules are broken, the Pathfinders are disqualified.
- Pathfinders will not ask for assistance from their director or the audience, and will only follow the judge's instructions.
- REMINDER: Judges will assign each Pathfinder the knot to be tied. Therefore, each Pathfinder will have to know all the knots.

Materials Required

Three 3-foot ropes

One 5-foot rope

Piece of wood (2-foot in length)

Knot Relay Results

First Place:

Under 2 Minutes and Correct

Second Place:

2:01 to 4 Minutes and Correct

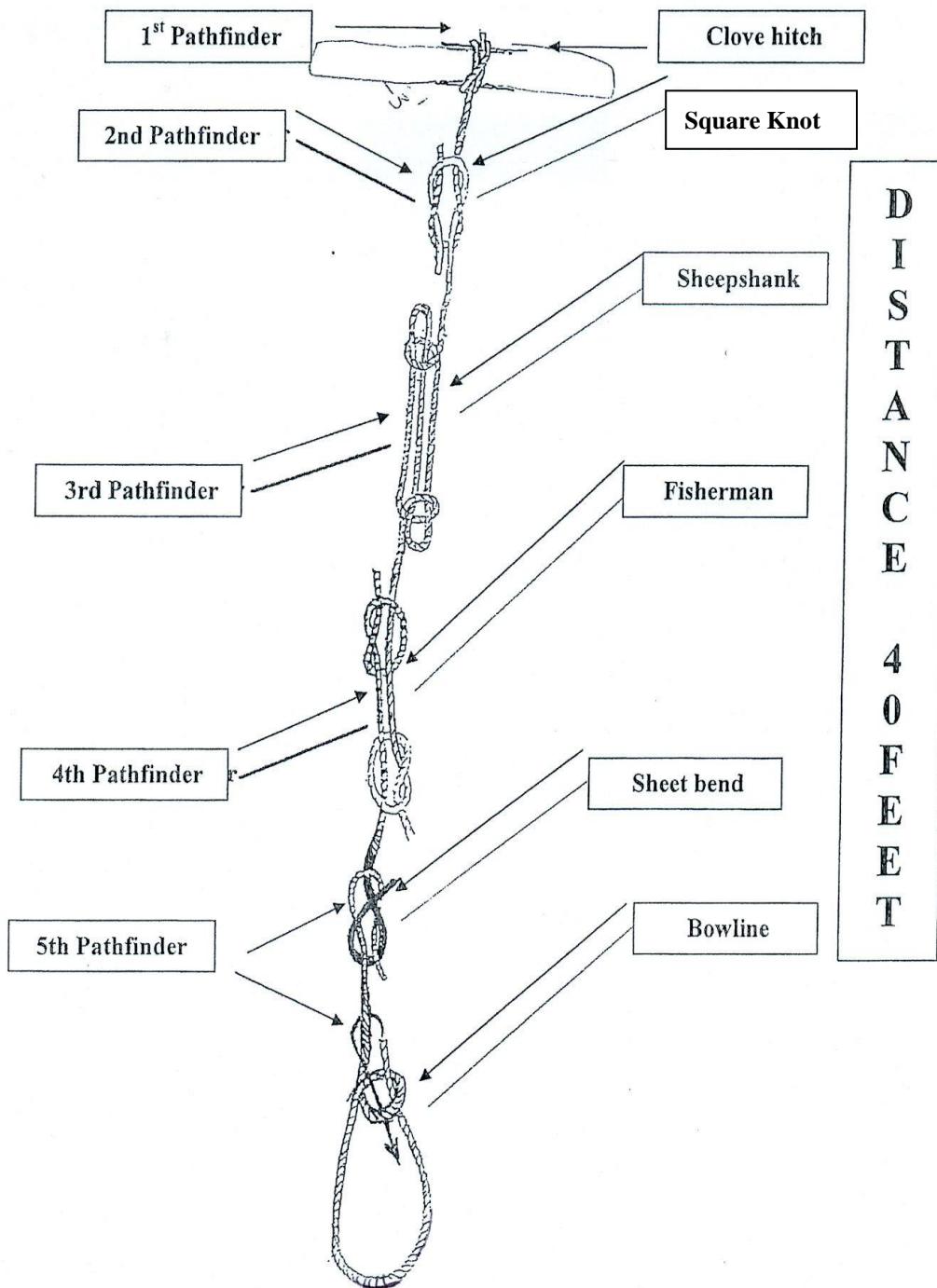
Third Place:

4:01 to 5 Minutes

Participation:

Over 5 Minutes

ILLUSTRATION OF KNOTS



Lashing Event



Materials Required

Six 2-foot Sticks (for the frame)
Eight 10-foot Ropes
Ten 2-feet Sticks (for the seat)
Sticks are 1 7/16" in diameter

Event Description

The Lashing Pathfinder Skills Event consists of constructing a bench, by using square lashing. The Pathfinders will start with a Clove Hitch Knot, and will do four (4) frappings turns. Once the bench is finished, the captain will say "DONE," and the team will step aside. The Judge will check for accuracy, correct knot, and will sit for 7 seconds. Pathfinders should stand at attention at one side of the bench facing the PSE judge. Pathfinders will have a maximum of four (4) minutes for this PSE.

Rules for the Lashing Event

- A maximum of four (4) Pathfinders are required per club, which should include at least one eTracker, at least one Varsity, at least one boy, and at least one girl.
- The sticks for the frame and seat, along the ropes, will be provided by the conference. Pathfinders can practice using the same measurements as above.
- The Pathfinder team must be ten (10) feet away from the pile. Time will begin when the whistle is blown.
- Knots should be tied tightly at each corner.
- When ready for inspection, the team should go to the side of the bench.
- Time will stop at the time that the captain calls "DONE."
- There will be NO outside coaching during the event. If the rules are broken, the Pathfinders are disqualified.

Lashing Event Results

First Place:
3:15 Minutes and Under

Second Place:
3:16 to 4:45 Minutes

Third Place:
4:46 to 6:00 Minutes

Participation:
Over 6 Minutes

Link for Lashing Instructions

- <https://youtu.be/9MeIDZc2rgk>

Square Lashing Diagrams

