

# 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 2022 is approaching and we are excited to bring back to you the 9th 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 27-29, 2022 (Memorial Day Holiday weekend).

You need to register online for the Pathfinder Skill Events through the conference, by May 2, 2022. 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](mailto:eastareapathfinders@yahoo.com)

Jose Diaz, Varsity Director at [varsitytilt@gmail.com](mailto:varsitytilt@gmail.com)

Kim Lucas, TLT Director at [blubarron@gmail.com](mailto: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. For eTracker, all the questions will ONLY be on the state of Florida.

#### **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.

**2022 Honors**  
**eTracker: Heart and Circulation**  
**Varsity: Geology**

#### **Honor Evaluation Results**

First Place	100-90
Second Place	89-80
Third Place	79-70
Participation	69-0

### **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.

**2022 Books**  
**eTracker:**  
**Ephesians**  
**Varsity: Genesis**

#### **Bible Book Results**

First Place	100-90
Second Place	89-80
Third Place	79-70
Participation	69-0

### Tent Event

#### Event Description



This Pathfinder Skills Event (PSE) consists of setting up a tent, undoing the tent and storing it. Once the tent is set up, the door, along with the pathfinders on every corner (in attention) should face towards the front of the tent. 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

1. The Pathfinder are preferred to be in **Class D** uniform.
2. A minimum/maximum of four (**4**) Pathfinders is required, which should include a mixture of Pathfinders of every level:
  - a. E-Tracker or Varsity, boys and girls
    - Team cannot consist of all boys or all girls
    - Team cannot consist of all E-Tracker or all Varsity Pathfinders
    - At least one (1) boy or one (1) girl needs to be on the team)
3. The tent: **Ozark Trail (4 person) Dome Tent Model: WT180885 (Wal-Mart item number: 565684145)** will be provided for the event. This PSE will be evaluated while it is being set up, at attention, and when stored away in its bag.
  - A) *Pathfinder group must be ten (10) feet away from tent bag prior to whistle blown.*
  - B) *Time will begin when whistle is blown*
  - C) *Tent bag must be inside tent and door must be closed when ready for inspection.*
  - D) *Time will stop at the time of inspection (at attention) and when tent bag is zipped closed.*
4. There will be **NO** outside coaching during the event. If the rules are broken the Pathfinders are disqualified.

#### Tent Model

**Ozark Trail (4 person)**

**Dome Tent**

*Model: WT180885*

*(Wal-Mart item number:*

*565684145)*

#### Tent Event Results

**First Place:**

Under 1:45 Minutes

**Second Place:**

1:45 to 3 Minutes

**Third Place:**

3 to 5 Minutes

**Participation:**

Over 5 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.

#### Bow Specification

##### eTrackers:

Promax 54 Recurve Box

Length: 54" Draw

Weight: 20 lbs

(Model No. 42230R5420)

Sold at Walmart

##### Varsity:

Axle to Axle

Length: 54" Draw

Weight: 29 Lbs.

(for example: Bear Archery Bullseye X Recurve Bow)

### 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) e-Tracker 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 second 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) e-Tracker 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.

#### \*Note:

1. Prior to shooting, judge will inspect bow to ensure the safety of the Pathfinders.
2. Arrows that hit on the line of any ring will be scored at the higher point

### Archery Skills Results

#### First and Third Phases:

.1 to 1 Minutes = 25 points

1:01 to 2 Minutes = 20 points

2:01 to 3 Minutes = 15 points

3:01 to 4 Minutes = 10 points

4:01 to 5 Minutes = 5 points

#### Second Phase:

Yellow Ring = 25 Points

Red Ring = 20 Points

Blue Ring = 15 Points

Black Ring = 10 Points

White Ring = 5 Points

Bulls Eye = 5 Extra Points

#### Total Points:

1<sup>st</sup> Place: 75-100 points

2<sup>nd</sup> Place: 61-74 points

3<sup>rd</sup> Place: 50-60 points

Participation: 49 and under

### Knots' Relay Event



#### Event Description

#### Materials Required

Three 3-foot ropes

One 5-foot rope

Piece of wood (2-foot in length)

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

##### 1<sup>st</sup> 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.

##### 2<sup>nd</sup> 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.

##### 3<sup>rd</sup> 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.

##### 4<sup>th</sup> 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.

##### 5<sup>th</sup> 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 5<sup>th</sup> 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.

#### 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

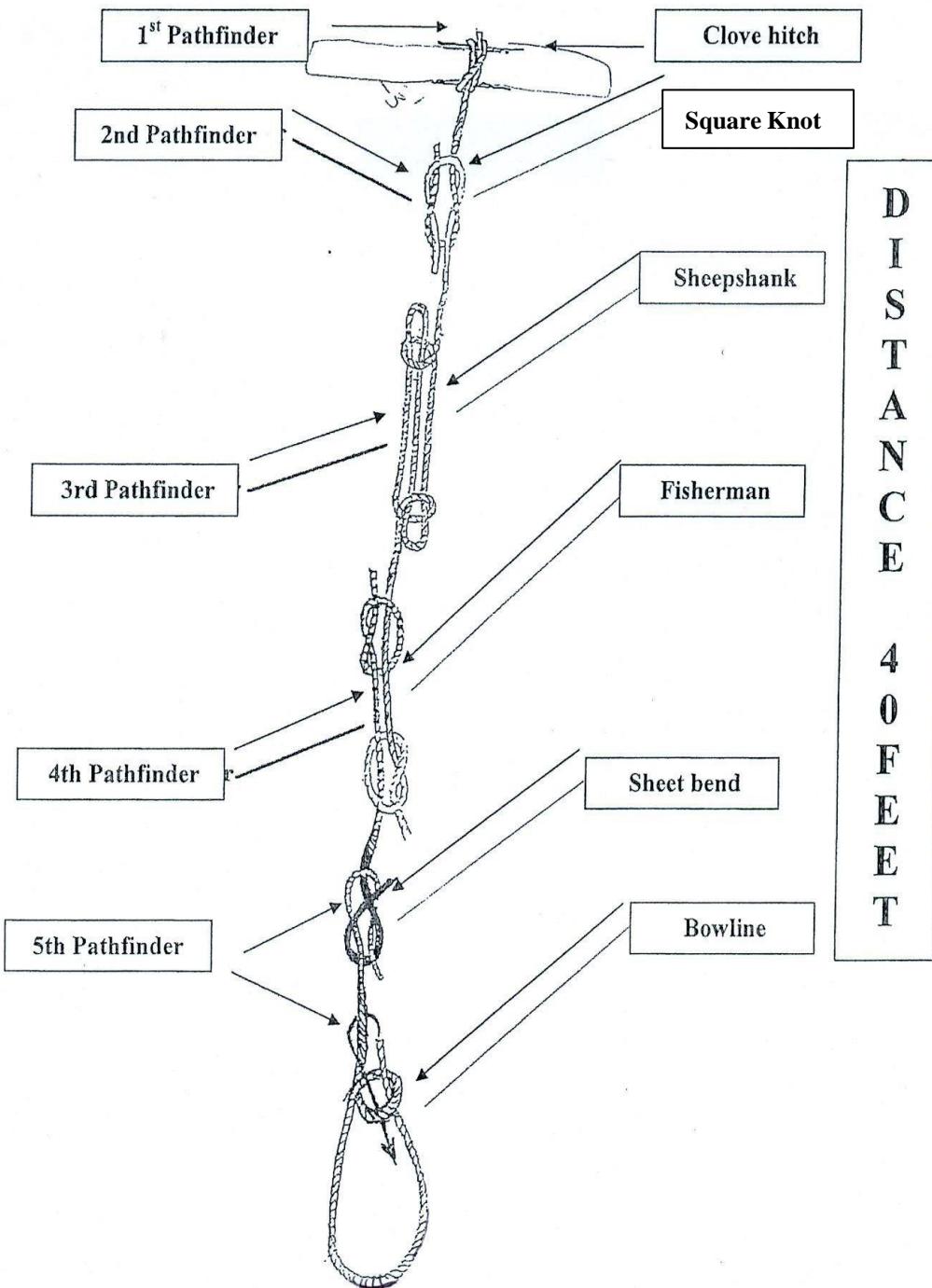
##### Participation:

Over 5 Minutes

#### 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.

**ILLUSTRATION OF KNOTS**



### Lashing Event



#### 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.



#### 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

#### Lashing Event Results

**First Place:**  
3:15 Minutes and Under

**Second Place:**  
3:16 to 4:45 Minutes

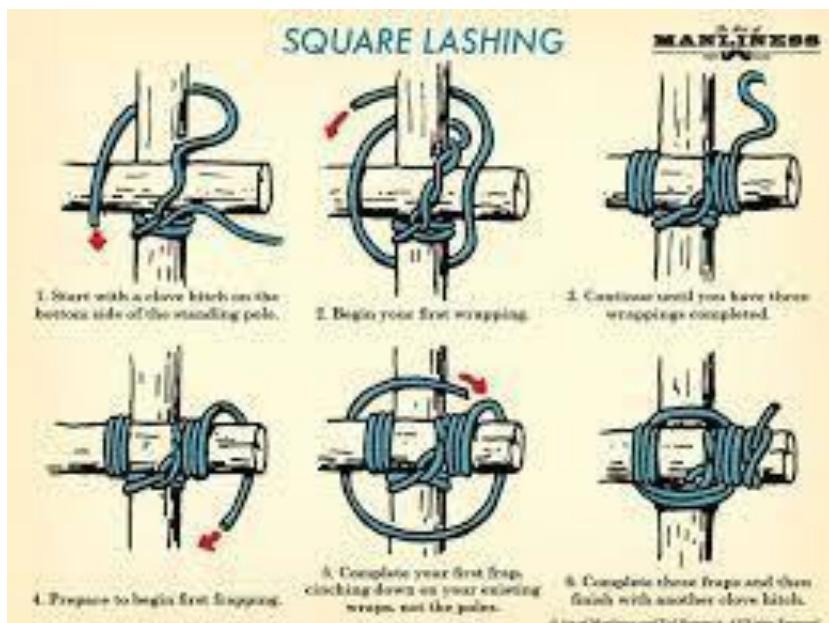
**Third Place:**  
4:46 to 6:00 Minutes

**Participation:**  
Over 6 Minutes

#### Link for Lashing Instructions

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

#### Square Lashing Diagrams



### **Jump Rope Event**

THREE (3) PATHFINDERS ARE REQUIRED FOR THE CLUB'S TEAM, WHICH SHOULD INCLUDE ONE E-TRACKER PATHFINDER, AND ONE VARSITY PATHFINDER. TWO MALE AND ONE FEMALE. JUMP ROPE WILL BE PROVIDED.



### **Event Description**

The Jump Rope Pathfinder Skills Event consists of skipping a rope consecutively. Pathfinder will start with rope in hands, then at the end will drop rope to the ground.

eTrackers will have a maximum of 1 minute and Varsities will have a maximum of 3 minutes for this PSE.

#### **Rules for the Jump Rope 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 Jump rope will be provided by the conference for the event.
- The Pathfinder team must be ten (10) feet away from them in the support box. Time will begin when the whistle is blown
- When ready for inspection, the pathfinder will hold the rope until the whistle to start blows.
- Time will stop at the end of 1 minute.
- There will be NO outside coaching during the event. If the rules are broken, the

Pathfinders are disqualified.

#### **Materials Required**

The rope to be used is a "speed rope"  
The length of the rope is according to  
the height of the pathfinder:

Under 4ft 10in use a 7 ft long rope  
4ft 11in to 5ft 3 in use an 8 ft long rope  
5ft 4in to 5ft 10in use a 9 ft long rope  
5ft 11in to 6ft 6in use a 10 ft long rope  
The jump rope will be provided by the conference

#### **Jump Rope Event Results**

Each individual score will be added and divided by 4

First Place: over 115 skips

Second Place: 100 – 114 skips

Third Place: 85 – 99 skips

Participation: Below 84 skips

FOR ADDITIONAL DETAILS CLICK [HERE](#)