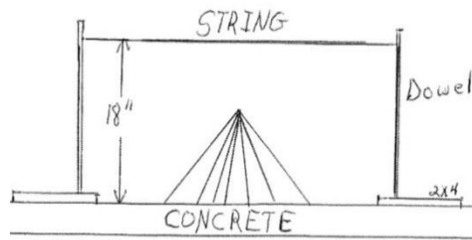


**Burning Twine Event - - NEW EVENT IN 2023****Event Description**

This Pathfinder Skills Event (PSE) consists of making a fire and allowing it to burn through a twine that will be placed 18 inches off the ground. The twine will be held by two stakes. Pathfinders will have a maximum of SEVEN (7) minutes to complete this event.

**Materials Required**

Jute twine  
Ferro rod  
2 matches

**Burning Twine Event Results**

FIRST PLACE: 1:00-2:59 MINUTES  
SECOND PLACE: 3:00-4:59 MINUTES  
THIRD PLACE: 5:00-6:59 MINUTES

PARTICIPATION: OVER 7:00 MINUTES

**RULES for the twine burning event:**

- 1- **UNIFORM** - Pathfinders are preferred to be in class "D" uniform
- 2- **TEAM** - A team will consist of TWO (2) Pathfinders: one eTracker and one Varsity
- 3- **TWINE** - The piece of twine will be TWO (2) feet long
- 4- **CONFERENCE** - The stakes, twine, bricks, 9x9 pan, and the sand will be provided by the conference
- 5- **BONUS** - 30 seconds will be deducted from your final time if the fire is lit with a ferro rod
- 6- **SUPPLIES** - Up to a maximum of TWO (2) matches may be used
  - a. The club will provide the ferro rod and/or the matches
  - b. The club will provide their own firewood, sticks (wood to burn)
  - c. The team will be FIVE (5) feet away from the stakes
  - d. When the fire goes through the twine or 7 minutes have gone by, the timer will stop
- 7- **DISQUALIFICATION** - There will be no outside coaching during the event. If the rules are broken the team will be disqualified.
- 8- **DETAILS** - The fire must be made within a 9"x9" area on top of a concrete platform