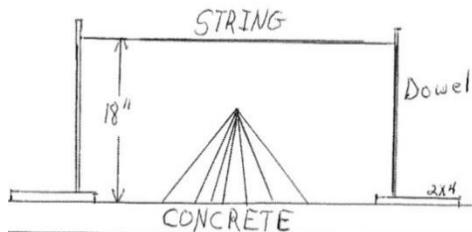


Burning Twine Event -- NEW EVENT IN 2023**Event Description**

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