

**PATHFINDER**  
**CAMPDREE**  
**AND**  
**FAIR**  
**MANUAL**



**Department of Church Ministries**  
**General Conference of Seventh-day Adventists**  
**Washington, D. C.**



# CONTENTS

FOREWORD .....	1
PHILOSOPHY OF CHRISTIAN RECREATION .....	2
THE PATHFINDER CAMPOREE .....	3-37
THE PATHFINDER FAIR .....	38-85
GUIDELINES FOR GAME LEADERSHIP .....	86-87
GAMES AND EVENTS .....	88-252
INDEX .....	253



## FOREWARD

Ever since the Pathfinder organization became an official part of the SDA Church's youth program, Camporees and Fairs have delighted Pathfinders and challenged their leaders. The first Camporee, held May 7-9, 1954, in Idyllwild, California, set the pace, though by today's standards it was but a glorified campout with some fun events thrown in.

Innovative men and women with a talent for motivating children have worked to refine and improve the basic style and program of the Camporee and Fair ever since. By trial and error they untiringly worked at adapting and developing procedures that work, programs that inspire, and events that challenge.

Other organizations dedicated to developing self-reliant children and youth, such as Boy Scouts of America and 4-H have favorably impacted on Pathfinding. We gratefully acknowledge our debt to them.

This manual presents the best of 30 years, a collection of trusted standbys--events you may count on to make your Camporee or Fair a success. You will find here many activities in 1980s style, that appeared and reappeared in different forms over the years. Some events came into their own only in recent years. We confidently offer them all in the hope that you will adapt and use them for the best good of Pathfinders today.

A word of special appreciation goes to those who specifically worked to bring this material together. They include; Don Winger, Wally Welch and Norman Middag, who started the project under Leo Ranzolin's direction in 1977. More recently Lowell Litten, Chuck Case and Terry Bolton helped analyze and organize the materials. John Hancock, one of the "fathers" of Pathfinding, personally prepared the artwork, and Elsie Russell, with insight born of over thirty years of hands-on experience, who worked to prepare this copy.

Mike Stevenson  
Associate Director Department of Church Ministries  
World Pathfinder and Camping Director

# PHILOSOPHY OF CHRISTIAN RECREATION

The Pathfinder Club program of activities provides a positive alternative to the many alluring amusements that surround youth. Prevention and creating viable Christian alternative to recreation is the approach which the youth department is taking.

Sources of inspired instruction are helpful to leadership who today must meet most difficult situations. Basic principles found in scripture and in the writings of Ellen G. White are the ideal for which to aim. Notice the following definition:

"There is a distinction between recreation and amusement. Recreation, when true to its name, re-creation, tends to strengthen and build up. Calling us aside from our ordinary cares and occupations, it affords refreshment for mind and body, and thus enables us to return with new vigor to the earnest work of life. Amusement, on the other hand, is sought for the sake of pleasure and is often carried to excess; it absorbs the energies that are required for useful work, and thus proves a hindrance to life's true success. --EDUCATION, p. 207.

Pathfinders need guidance in learning the distinction between the positive and negative in this matter. Pathfinder leaders need guidance, too. They should study such materials as EDUCATION, pages 207 - 222; COUNSELS TO PARENTS AND TEACHERS AND STUDENTS, pages 321 - 354; TESTIMONIES FOR THE CHURCH, Volume 1, pages 514 - 520; and THE ADVENTIST HOME, pages 293 - 350.

It is not always easy to explain what is wrong with a particular activity, to determine when a thing ceases to be a worth-while recreation and becomes a worthless amusement. For example, the messenger of the Lord says, "I do not condemn the simple exercise of playing ball; but this, even in its simplicity, may be overdone." -- THE ADVENTIST HOME, p. 499.

Game activity reaches the overdone stage when it glorifies the individual star or when teams play more for the sake of winning than for the joy of group recreation. In such cases, the boy or girl who is less adept in a particular sport is left out. For most games it is well for Pathfinder Clubs to make up teams or sides irrespective of units and to reorganize frequently. The "work-up" games can often be just as enjoyable as team games. The important thing to remember is that the activity includes the whole club, leader, counselors, and all the Pathfinders.

The Pathfinder recreation program must offer something more than can be found in any corner lot or gymnasium. It must be magnetic enough to pull the TV addict out of the house into the fresh air and sunshine. It must appeal to the short or tall, the fat or lean, the weak or strong. And that is where group field games come in -they include everyone.

Are activities such as field games worth the extra planning and supervision required? This is like asking whether our boys and girls are worth saving. "While sinful amusements are condemned, as they should be, let parents, teachers, and guardians of youth (Pathfinder leaders) provide in their stead innocent pleasures, which will not taint or corrupt the morals." -- COUNSELS TO PARENTS AND TEACHERS, p 355.

See also I Cor. 6:19,20; and Phil. 4:8. et al.

A simple line drawing of a tent with a central peak and several support poles, set on a patch of ground with some grass.

# THE PATHFINDER CAMPOREE

## WHAT IT IS

What is a Camporee? Camporees provide fun for all Pathfinder Club members. Organized by a conference/mission the Camporee gathers Pathfinder Clubs together for a weekend or several days at an accessible, centrally located site. A specified program of activity and events provides opportunity for everyone to participate. It is both a reward to those who have been taught camping and Pathfinder skills and a learning situation to initiate and inspire new members.

Camporees mean lots of fun for Pathfinders and hard work for their leaders! And because learning occurs best, in a non-threatening, affirming and pleasant environment, few settings are more conducive to instruction than the outdoors. Impressionable youth are brought in touch with the Creator in His creation. This is the first purpose of Pathfinding.

## HOW OFTEN AND HOW BIG OR SMALL

Organize **Conference/mission camporees** on an **annual basis** at the beginning or the end of the Pathfinder calendar year. "Training by example" the Camporee stimulates growth and development in new or isolated clubs by bringing them in contact with established clubs and their experienced leaders.

**Union conferences/missions** usually conduct camporees less frequently. **Once in 3 to 5 years** is probably sufficient. If carefully co-ordinated with the conference schedule, the union Camporee may become a high point in the Pathfinder experience. The union youth director leads out with the help of the constituent conferences. If a union Camporee is to be held in a designated year the conferences should not schedule one locally.

In recent years Pathfinder Clubs have grown to the level of maturity where divisions have conducted **International Camporees**. These camporees incorporate the Pathfinder Club delegations from within their division territory and those from neighboring divisions.

## CAMPOREE OBJECTIVES

Because the Pathfinder Camporee is planned to help Pathfinders become better acquainted with God and others, it should:

1. Provides spiritual refreshment, exploration, adventure, growth, and fun through activities and social fellowship in God's natural world.
2. Give each Pathfinder an opportunity to develop outdoor knowledge and skills by participating in the scheduled events and sharing the camp chores and duties of the weekend.
3. Provide a challenge for mental and physical excellence based on a reachable goal in objective individual competition.

# ADVANCED PLANNING

## A. LOCATION AND SITE SELECTION:

Selecting a suitable location and approving a camporee site is often a crucial factor contributing to the success of the event.

Observe the following comments on --

### 1. Locating the Camporee

- a. Rotate the location so that all clubs eventually benefit financially from its proximity. Keep track therefore of where it has been held before.
- b. Involve club directors and area co-ordinators in the decision. Use a survey form (see sample) to discover potential sites.
- c. Follow the democratic process.
- d. Think of the cost per unit member. Planning a great program will ensure that selecting the same inexpensive but accessible location, is new to Pathfinders every year.
- e. If cost is not a factor, vary the location to suit the theme or emphasis.

### 2. Site Selection

The conference/mission site selection report should observe prevailing site features such as:

**Terrain** -- flat, hilly, mountains.

**Access** -- road, footpath, track, freeway

**Ground Cover** -- cut grass, low scrub, pine forest, cedar breaks, sand

**Wildlife** -- birds, animals, reptiles, insects

**Weather** -- dry, occasional thunderstorms, intermittent sunshine

**Nearest Water** -- river, sea, lake

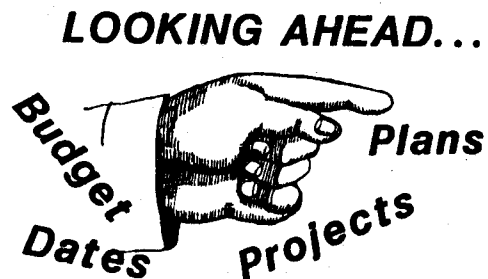
**Portable Water** -- on site water wagons, city water, bring your own

**Points of Interest** -- historical, natural

**Hiking Potential** -- trails

**Poisonous Plants** - none

**Reptiles** - none



## B. SETTING THE DATE

Setting the date to hold the camporee is determined by some of the following questions.

a. Is the event primarily a training program for initiating new clubs at the beginning of the Pathfinder calendar or an opportunity to test and demonstrate skills learned during the club year or simply a motivator?

- 1) What is on the school(s) and conference/mission, and church calendar?
- 2) Will the club staff most likely take time off from work to attend?
- 3) Is the weather suitable?



Sample #1

# **CAMPOREE LOCATION and SITE SELECTION**

Place \_\_\_\_\_

ON THE BACKSIDE: 1) Draw a map showing how to get there, and

2) Draw a sketch of the area's layout

Permission to Use:

Nearest hospital available:

Name \_\_\_\_\_

Name \_\_\_\_\_

Address \_\_\_\_\_

Address \_\_\_\_\_

Phone \_\_\_\_\_

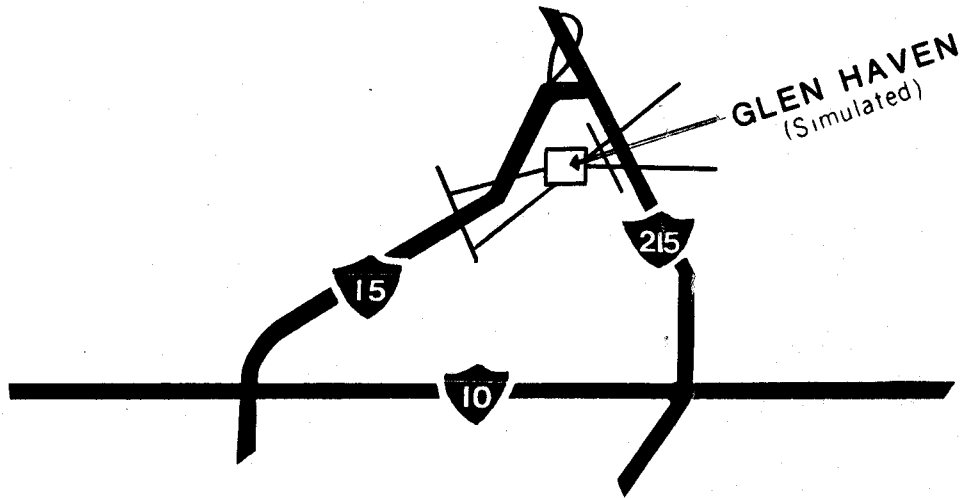
Phone \_\_\_\_\_

Briefly describe the following:

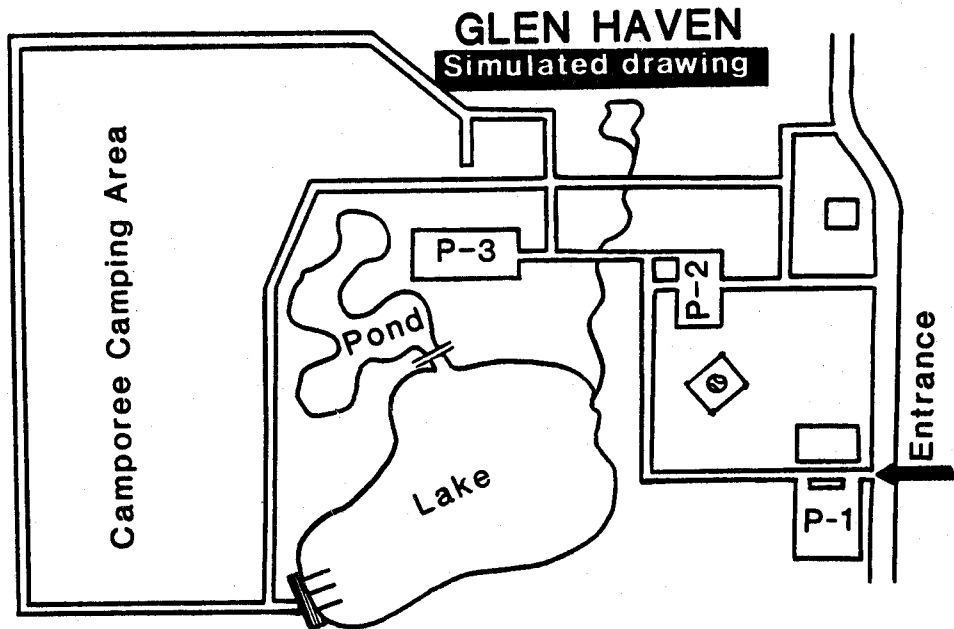
- |                                |  |
|--------------------------------|--|
| 1. Terrain                     | 11. Owners bordering area property             |
| 2. Flora                       | 12. Accessibility for most vehicles            |
| 3. Open area's ground cover    | 13. Accommodations:                            |
| 4. Wildlife                    | a. Potential number of people area could hold: |
| 5. Weather during fall of year | b. Places for:                                 |
| 6. Points of Interest          | 1. Parking                                     |
| 7. Hiking potential            | 2. Events                                      |
| 8. Nearest water               | 3. Campfire bowl                               |
| 9. Nearest portable water      | 4. Latrine facilities                          |
| 10. Firewood availability      | 5. Sabbath walk                                |
|                                | 6. Registration                                |

\*Club directors and area coordinator who wish to submit a suggestion for locating the camporee use this form.

Draw a map showing how to get there from a major highway:



Draw a sketch of the area's layout:



# CONFERENCE/MISSION YOUTH DIRECTOR'S CAMPOREE PLANNING WORKSHEET

I T E M	Days	Completion Date	Person Responsible
1. Select theme/type of camporee	-210		
2. Select location	-210		
3. Visit location (if possible)	-210		
4. Verify location (permit, permission, etc.)	-180		
5. Develop anticipated budget	-150		
6. Select special guest for Vespers/Church	- 150		
7. Contact special guest and confirm	- 150		
8. Select following chairmen	- 150		
Sabbath School			
Church			
Afternoon activities			
Campfires			
Events			
Traffic control			
9. Order awards (if desired)	- 120		
10. Camporee brochures to printer	- 120		
11. Camporee brochure mailed	- 90		
12. Bids on latrines	- 90		
13. Finalize budget	- 90		
14. Publicity (Union paper)	- 90		
15. Events selected	- 90		
16. Prepare physical arrangements	- 45		
Checklist			
What to bring			
Things to do			
17. Latrines scheduled (arrival/departure)	- 25		

## CAMPOREE WORKSHEET Cont.

ITEM	Days	Completion Date	Person Responsible
18. Decide on registration procedures when clubs arrive at camporee site	- 30		
19. Secure fire permits (if needed)	- 30		
20. Informational letter to special guest	- 30		
21. Mail newsletter promotion	- 30		
22. Club pre-registrations due in office (if desirable)	- 21		
23. Camporee schedule printed	- 14		
24. Double-check latrine arrangements	- 10		
25. Arrange ambulance service to nearby hospital	- 10		
26. Review checklists -- guests	- 7		
27. <b>PATHFINDER CAMPOREE</b>	0		
28. Publicity	+ 1		
29. Follow-up Thank-You letters Reports/evaluation Budget	+ 7 - 10		
30. Equipment needs	- 21		

# PATHFINDER CAMPOREE

## SUGGESTED CHECK LIST FOR:



### DISTRICT/AREA COORDINATORS

- 1. Date and location from conference/mission
- 2. Inform club directors by mail/telephone/area directors meetings
- 3. When visiting a club promote the camporee
- 4. Keep in touch with the conference/mission for developing details
- 5. Coach Pathfinder Club directors in club preparedness for events.



### PATHFINDER CLUB DIRECTORS

- 1. Firm date and location in hand from area coordinator or conference/mission youth director
- 2. On the club executive agenda - club leadership informed
  - a. decision to attend/or not (who and how many staff?)
  - b. Approve - camporee events schedule
  - c. Select units/persons to participate in specific events
  - d. Schedule practice in club time and other
  - e. Decide on cost per Pathfinder
- 3. Take decision to club (who and how many can/will attend?)
- 4. Inform parents by written proposal with full details, dates, time, cost
- 5. Plan executive preparation
  - Food - menus planned, food purchased and prepared and allocates on site responsibility.
  - Equipment - sorted, checked, inventoried
  - Transportation - secured and qualified driver
  - Finances - collected, receipted, accounts paid.
  - Permission slip which includes medical release from every parent
- 6. Arrange necessary additional Insurance

Sample #2

# PATHFINDER CAMPOREE PRE-REGISTRATION FORM



Conference/mission \_\_\_\_\_

Name of Club \_\_\_\_\_ Regular club membership \_\_\_\_\_

Approximate number of months or years your club has been organized \_\_\_\_\_

Director in charge at camporee \_\_\_\_\_

Number or Units: \_\_\_\_\_ Girls \_\_\_\_\_ Boys \_\_\_\_\_

List individual counselors in charge of units:

Girls

Number in unit


Boys

Number in unit


Total number of Pathfinders in attendance \_\_\_\_\_ Staff \_\_\_\_\_

I hereby state that to my knowledge the above Pathfinders have met the basic requirements for attendance at the camporee, and I will serve as liaison between headquarters and my counselor staff, and will direct them in the activities being planned at the camporee, seeing to it that they meet the appointment schedule and conduct themselves at all times in harmony with the Pathfinder Law.

\_\_\_\_\_  
Director



Sample #3

# PATHFINDER CAMPOREE

## PERMISSION and MEDICAL RELEASE FORM

DATE: \_\_\_\_\_

I, \_\_\_\_\_, hereby give my consent  
for emergency medical care to be provided for my child (children) \_\_\_\_\_

\_\_\_\_\_ while (He, she, they) is (are) in the care of the \_\_\_\_\_  
Pathfinder Club.

Physician \_\_\_\_\_

Address \_\_\_\_\_

Phone \_\_\_\_\_

Hospital \_\_\_\_\_

In the case of emergency, I can be reached at:

\_\_\_\_\_  
\_\_\_\_\_

In case I cannot be reached please call the following person(s):

\_\_\_\_\_  
\_\_\_\_\_

\_\_\_\_\_  
(Signature of Parent/Guardian)

\_\_\_\_\_  
(Address)

\_\_\_\_\_  
(Telephone)

Sample #4

# CAMPOREE ATTENDANCE REGISTRATION FORM



ITEM	ATTENDANCE	COST	TOTAL
PATHFINDERS	_____	\$ _____	\$ _____
STAFF	_____	\$ _____	\$ _____

Attendance of non-Pathfinder personnel:

\_\_\_\_\_ \$ \_\_\_\_\_ \$ \_\_\_\_\_

GRAND TOTAL \$ \_\_\_\_\_

COST OF REGISTRATION \$ \_\_\_\_\_

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

\*\*\*\*\*

Patches will be given to the club director upon his arrival after the registration fee has been paid in full.

PAID \$ \_\_\_\_\_

CASH \_\_\_\_\_ CHECK \_\_\_\_\_

RECEIPT # \_\_\_\_\_

Patches Given \_\_\_\_\_ Initials \_\_\_\_\_ INITIALS \_\_\_\_\_

\*\*\*\*\*

TIME	VEHICLE	DRIVER	PASSENGERS
			PATHFINDERS STAFF
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____

\*\*\*\*\*

CLUB \_\_\_\_\_ DISTRICT \_\_\_\_\_

Sample #5

# PATHFINDER CAMPOREE APPLICATION



Name of conference/mission or division \_\_\_\_\_

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

Club \_\_\_\_\_

Address \_\_\_\_\_

\_\_\_\_ Yes \_\_\_\_ No Our club plans to participate in the camporee

\_\_\_\_ Yes \_\_\_\_ No We would like additional information as to what is available for our club to do at \_\_\_\_\_ (Place)

\_\_\_\_ Yes \_\_\_\_ No We plan to arrive \_\_\_\_\_ (time) \_\_\_\_\_ (day) \_\_\_\_\_ (date)

\_\_\_\_ Yes \_\_\_\_ No Parents of Pathfinders will be coming to help with transportation. List:

\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

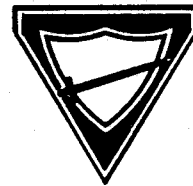
1. Number of staff planning to attend: \_\_\_\_\_

2. Number of Pathfinders planning to attend: \_\_\_\_\_

PLEASE RETURN THIS BY \_\_\_\_\_ (date) to:

Conference/mission of SDA  
Youth department  
Address

# CAMPOREE REQUIREMENTS



Sample #6

Sending out camporee attendance requirements well in advance by a special Pathfinder Camporee bulletin eliminates organizational problems. The following is a typical set of detailed instructions and requirements. They may be adapted to fit each camporee environment.

## CLUB ORGANIZATION REQUIREMENTS

1. In most cases a registration fee for each Pathfinder and staff member is charged to help defray expenses of renting the camp with its facilities.
2. All Pathfinders must camp by units.
3. Each unit must have one adult counselor.
4. A complete unit should consist of not more than eight Pathfinders.
5. Units must be made up of all girls or all boys. Units cannot be mixed. Girls and boys will camp in different areas.
6. These units must belong to an active club that has been active from the beginning of the current year. (Isolated Pathfinders may be attached to a club for the camporee or formed into conference/mission units.)
7. Each club is self-sustaining. This means that each club will have its own food, cooking equipment, bedding, tents, tables, and everything needed for the camporee. Campers and trailers are allowed only for staff and for cooking facilities.
8. Food preparation can be done by units or by club.
9. The camping arrangement is by clubs. Each club is responsible for its own arrangement of boys and girls to camp in separate sections.
10. A counselor must assume full responsibility for the Pathfinders in his or her unit and should be with them at all times.
11. It is the responsibility of the youth director to supply detailed instructions and camping area assignments to the clubs upon their arrival at the camporee.
12. Inspection should be made of the camping areas. Tents and all equipment must be aligned in a neat and satisfactory manner.
13. Each club should be covered by accident insurance so that each Pathfinder and staff member is protected.
14. Clubs should bring their own Pathfinder and national flags.
15. The clubs are responsible for transportation to and from the camporee sight. Utmost caution should be exercised in selecting drivers who are mature and

responsible. Equipment should be in good condition and overloading should be avoided. All vehicles and Pathfinders should be covered by adequate insurance.

16. Clubs should not bring pets or animals, motor bikes, motorcycles, buggies, etc., to the camporee.

#### REQUIREMENTS FOR EACH UNIT

1. Bring unit guidon.
2. Have one shovel.
3. Bring one ax and two hatchets.
4. Provide adequate shelter for each Pathfinder -- may be pup tents, tepee-type tents, trail tents, etc.
5. Properly prepare a fire area for unit cooking.
  - \* Types of fire
  - \* Propane
  - \* Coleman
6. Fire Extinguisher
7. First aid and safety - Medical personnel
8. Have a table lashed together and made by the Pathfinders. This could be prepared prior to the camporee if possible.
9. Provide an adequate supply of food for entire unit. Food should be planned and prepared to supply well-balanced meals. No flesh foods should be allowed in camporees. Meals should be cooked by unit groups or club. Counselor of unit should counsel and plan early with unit members on just how they want to prepare food and cooking. Pathfinders should be given definite responsibilities and kept within the time schedule for meals and camp duties.

#### INDIVIDUAL PATHFINDER REQUIREMENTS

1. Be a Pathfinder in good and regular standing, and a regular member of a Pathfinder Club for at least three months.
2. Have complete uniform, including all insignia appropriately placed.
3. Be a part of a complete unit.
4. Maintain satisfactory standard of work and conduct at home, school, Sabbath School and Pathfinder Club. Have this duly certified by parents, school teacher, Sabbath School teacher, and Pathfinder Club counselor.
5. There will be cases when girls can wear Pathfinder field uniforms or slacks. Shorts should not be allowed.

6. Have appropriate warm sleeping gear.
7. Bring a scout-type knife.
8. Have a flashlight.
9. Include a Bible and Sabbath School quarterly.,
10. Bring toilet articles, including toilet tissue, wash cloth, towel, comb, tooth brush and paste, etc.
11. Have adequate underclothes and coats according to the local climate, such as raincoat, rain hat, rubbers, or boots, etc.
12. Bring mess gear such as knife, fork, spoon, cup, plate, etc.
13. Include a plastic ground cover for sleeping bag.

### ADDITIONAL CAMPOREE ITEMS OF IMPORTANCE

#### Fires

1. Fires should be built in camping areas only. (When applicable)
2. Care must be given that Pathfinders strike matches only at campfire site.
3. A ten-foot circle should be cleared down to mineral earth before building a fire.
4. All refuse must be burned or placed in garbage cans.
5. All fires must be extinguished before leaving the campsite.

#### Nature Conservation

1. Pathfinders should leave camp with no trace of their permanency there.
2. Follow your government recommendations for wilderness waste disposal: e.g. The US Forest Service recommends the following:
  - a. Select a suitable spot at least 50 feet from any open water.
  - b. Dig a hole 8-10 inches in diameter and no more than 6 - 8 inches deep, to stay within the biological disposed layer of soil. Save the sod or dirt.
  - c. After use fill the hole with loose soil and tramp the sod back in place. Nature will do the rest in a few days.
3. Pathfinder directors should give consideration as to how the wood is provided, instructing Pathfinders not to destroy trees and camping area.
4. All Pathfinders should be instructed in environmental conservation and ecology. The AY Honors in these areas are recommended.

# PATHFINDER CAMPOREE

## ADMINISTRATION

For the one who is directing the camporee it is extremely important that the following procedures be followed:

1. Thorough preparation is done.
2. Responsibilities are delegated.
3. Each person is thoroughly briefed and understands what they are supposed to do and how to do it and who will help them. Co-ordination of the event becomes the main work of the conference youth director.

Leadership shared with the area coordinator and or club directors develops --

1. Mutual respect
2. Greater efficiency
3. Leadership ability

The conference youth director is responsible for directing the program. The following main categories, or departments, or functions must be cared for:

1. **On Site Preparation:** Includes setting up the camp layout designating club camping locations, also some or all of the following: water, electrical outlets, sanitation units, garbage disposal, supply depot, headquarters, public address equipment, stages and meeting facility and signs giving directions. Anything that should or can be done before hand is the responsibility of the on-site preparation team.

### Check List

1. Prepare campfire bowl/meeting area
  2. Prepare and set up headquarters and locating and sleeping areas
  3. Prepare and set up First Aid station
  4. Prepare and set up storage area
  5. Arrange for latrines
  6. Locate garbage pick-up areas
  7. Locate parking areas
  8. Assign club camping areas
  9. Locate program and activity areas -- Sabbath afternoon rotation areas, events etc.
  10. Parking for emergency vehicles -- fire trucks, etc.
  11. Set up directional and informational signs
  12. Hang flags and banners at entrance
  13. Set up directional signs from last major known location.
  14. Set up registration area.
2. **Registration** -- is usually done on site at a designated camporee headquarters. The conference youth director, secretary or an area coordinator who assists have the camporee applications at their disposal. As the clubs arrive:
    1. their camporee fees are settled
    2. attendance record is updated
    3. medical releases verified

They may receive --

- a. Map indicating their club camping area
  - b. Camporee commemorative patch
  - c. Camporee program
  - d. Any additional special instructions
3. **Communications** -- Getting the message out to all clearly is essential for an efficient program. Design a system suitable to the size of the event and terrain on which it is held. The type of equipment and budget available may determine what you are able to do.

a. In touch with leadership

- 1) Walkie-Talkies are handy for the administrative group in large camporees.
2. Daily briefings in the morning seem most productive: Review and correct program, double check assignments, make announcements and establish a spiritual base out of which to operate by prayer and study.

b. In touch with Pathfinders

- 1) PA System: Carefully managed is an asset in major events especially the large meetings e.g. Sabbath Services.
- 2) Hand-held bullhorns are frequently sufficient for most camporees.

**CHECK LIST**

- \_\_\_ 1. Appointed persons
- \_\_\_ 2. Equipment options
  - \_\_\_ Telephone
  - \_\_\_ CB
  - \_\_\_ Walkie Talkie
  - \_\_\_ PA system
  - \_\_\_ Hand held bullhorns
  - \_\_\_ Batteries
  - \_\_\_ Power supply
  - \_\_\_ Emergency procedures
  - \_\_\_ Flow chart

4. **Security Arrangements** -- The location and environment will determine the extent to which security measures should be taken. Poor security is negligence. High visibility security may raise unnecessary fears among the Pathfinders parents. Proper security does not indicate lack of faith. It is a demonstration of responsible leadership. Camporees are conducted in areas that require careful security arrangements. Still losses occur routinely. Pilfering of personal items and camping equipment or tampering with facilities is

disappointing and sometimes disruptive. Tents and vehicles left unattended are highly vulnerable to criminal attack even in remote areas. Observe the following:

- a. Seek to raise the level of consciousness in clubs concerning --
  - 1) Counselor responsibility for the personal safety of unit members.
  - 2) Member responsibility for personal items.
- b. Provide for security for assigning an appropriate number of persons to patrol the camping area day and night where necessary.
- c. Advertise and insist that any valuables be left at home or be properly secured when not in use. e.g. A safe deposit facility may be provided by the club or camp.
- d. Report Suspicious actions by unit members or strangers in the camporee area.

Check to see that there is:

- a. Adequate insurance coverage
- b. Develop a well defined plan in the case of medical, criminal, military or insurgent emergency. e.g. alarm signals etc.
- c. Provide properly trained personnel and equipment to meet emergency needs. e.g. at least a basic First Aid outfit and fire equipment.

**CHECK LIST**

- Personnel appointment
- Regulations re: designated areas
- Patrols -- schedules
- Enforcement procedures
- Local police contact

**5. Campsite Inspection - (see sample # 10)**

Youth directors should direct the clubs to understand clearly the purpose of the camporee. If it is early in the Pathfinder Calendar, it is less likely that the clubs will be practiced well enough for a careful scrutinizing type inspection. Whereas if the camporee is held after several months of training the clubs may well appreciate a critical survey to see how they measure against the standard.

A more general and generous approach is appropriate at the average camporee. The purpose of campsite inspection is to place emphasis on safety, sanitation, order and decorum.

Philosophically camporee inspection is to encourage rather than point out deficiencies since they will be apparent without special emphasis.

Sample #7

# CAMPOREE INSPECTION FORM

## TENTS

Properly pitched  
Rope tied properly  
Arrangement

7 points  
3 points  
10 points

20 possible

## TENT (INSIDE)

Beds made neatly  
Arrangement of suitcases  
Bible

10 points  
10 points  
5 points

25 possible

## AREA

Neatness  
Fire equipment

15 points  
10 points

25 possible

## FLAG AND GUIDON DISPLAY

National Flag  
Pathfinder Flag  
Unit Guidons

4 points  
4 points  
2 points

10 possible

## CAMPERS' RESPECT

Courtesy  
Uniform

5 points  
15 points

20 possible

**TOTAL POSSIBLE** 100 points

## 6. Camporee Site Clean-up

Most often camporee camp sites are rented. Usually the contract includes stipulations about garbage disposal and sanitation. Following these instructions is the minimum requirement for restoring a site to its original condition.

Frequently Pathfinders leave a site in better condition than when they came. This constitutes a valuable witness which may open doors to redemptive relationships in the community worth following up on.

### Consider:

- a. proper (follow legal requirements) disposal of refuse. e.g. separating metal and plastic from bio-degradable when necessary.
- b. Remove all casual traces of the camp on the site. e.g. candy wrappers etc.
- c. Replace turf in drain, fire areas, or around tents.
- d. Repair or report any breakage to permanent on-site installations or equipment.
- e. Each club site should be checked by clean-up crew before departure.

### CHECK LIST

- \_\_\_ 1. Areas taken down
  - \_\_\_ - Campfire
  - \_\_\_ - Events
  - \_\_\_ - Flags
  - \_\_\_ - Signs
  - \_\_\_ - Tents and
  - \_\_\_ - Banners
  - \_\_\_ - Registration
  - \_\_\_ - Headquarters
  - \_\_\_ - Trail
- \_\_\_ 2. Trash pick up and haul to dump
- \_\_\_ 3. General & personal inspection of each campsite (all fires out)
- \_\_\_ 4. All vehicles used -- returned
- \_\_\_ 5. Latrines removed by company
- \_\_\_ 6. Site owners checked courtesy call or final inspection.

## 7. Follow Up

"Gathering up the fragments" is consistent with the goals and objectives of the camporee and indeed Pathfinding.

Look for the following during the camporee and note for future reference. --

### a. Pathfinder Club leadership

- 1) Responsiveness to leadership by Pathfinder staff. These persons are possible area coordinators in the future.
- 2) The "squeaky wheel" may indicate a real need for your attention by a visit or a trouble spot.

3) Unprepared, poorly organized or ill equipped clubs give rise for concern and your special attention.

4) Inappropriate or unwise relationships or decisions toward members, and or program -- demands a personal visit with Pathfinder Club director concerned and with the pastor or area coordinator involved.

b. Units and unit members

1) Decisions at devotional meetings -- record and follow with a personal letter. Send copies to the pastor and club director suggesting an appropriate follow-up.

2) Send out awards, honor tokens or whatever has been you promised promptly.

c. General

1) Get the news out to the conference/mission, union or division. A well-taken photo story with captions is good publicity.

2) Report to the conference president by memo and if possible in person.

3) Prepare an evaluation review document for the next camporee planning meeting.

4) Pay your bills.

5) Write letters of appreciation to staff, clubs and special guests.

**CHECK LIST**

\_\_\_ 1. BUDGET - Accounting for expenses

\_\_\_ 2. Courtesy correspondence

\_\_\_ 3. Pastoral contact

\_\_\_ (refer decisions made for Baptism/studies etc.)

\_\_\_ 4. Preparation of articles and photo stories for conference, union and division, GUIDE or newspapers.

\_\_\_ 5. Evaluation to president and union youth director summary of staff and visitors

\_\_\_ 6. Decision card

**8. Discipline**

The Youth director is the final authority at the camporee. In the camporee bulletin any special instruction or discipline should be published as may be deemed necessary. There should be few well defined enforceable regulations.

Pathfinder Clubs which follow the chain of command, discipline becomes less of an emotional issue. The purpose of discipline is to enable all participants equal opportunity to enjoy the events. It is therefore the responsibility of each club to prepare each unit and member to reach an acceptable level of control.

Normally the club director and staff are responsible for discipline of their club during the entire camporee event. They accompany the club and maintain contact with them at all times not only for discipline but also for safety and instruction and leadership. Orders issued by the camporee director are implemented by the area coordinator and/or the club directors who delegate to the deputies, counselors and unit captains and finally the individual member.

Irregularities containable within the club must be dealt with there. Observed infractions of regulations are to be brought to the attention of the club director who may, after counsel, with the conference/mission youth director and area-coordinator recommend certain action.

It is essential that order and discipline are be maintained at a camporee which is viewed as the standard of excellence toward which the clubs strive.

Directors who hesitate to enforce published regulations loose the respect of the club leadership and their influence is lost. Counsel to such director should come from the camporee administrative staff.

## **CAMPOREE SABBATH KEEPING**

**PATHFINDER DIRECTIONS:** A strong positive example is set for Pathfinders by having the camp in order well before sundown, ready to welcome the Sabbath. This means clubs should arrive in plenty of time for adequate Sabbath preparation.

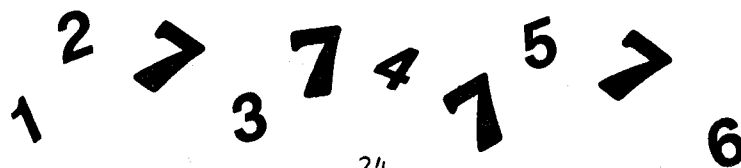
**DURING SABBATH HOURS:** Guard against wood cutting, rock rolling, knife throwing, secular games, rowdiness, etc.

**SABBATH** Activities planned should include Friday evening campfire, Sabbath School, church service, Sabbath afternoon, Sabbath vespers, and Saturday night program. The program may be varied to expose the young people to nature and make it more informal.

Counselors should always plan to have material along to take care of the unit and club time of the Pathfinders in emergencies such as rain delay or program cancellation.

**CLOSING HOUR:** The closing hours of the Sabbath often are the most critical to keep sacred at a camporee and each club must plan carefully for this time. Sundown vespers will be conducted in the main campfire area.

**MEETINGS:** Counselors are urged to sit with their units during all general meetings. All unit members must attend the meetings. Remaining behind in the tents should be permitted only in case of sickness.



**CAMPOREE SCHEDULE NO.1****FRIDAY** (Sunset 7:15 p.m.)

1:00 - 4:45	Registration and prepare campsite
4:45 - 5:30	Sabbath preparation
5:30 - 5:45	Club worship
5:45 - 6:30	Supper
6:30 - 6:45	Club leaders meeting, headquarters
6:45 - 7:00	Prepare for campfire
7:00 - 8:30	Campfire devotions
8:30 - 9:15	Prepare to retire
9:15	Taps, silence

**SABBATH**

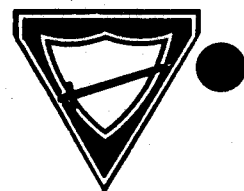
7:00	Reveille
7:30 - 7:45	Morning devotions
7:45 - 8:00	Flag Ceremony
8:00 - 8:30	Breakfast
8:30 - 8:45	Club leaders meeting, headquarters
8:45 - 9:15	Prepare for camp and personal inspection
9:15 - 9:30	Inspection and preparation for Sabbath School
9:30 -10:45	Sabbath School
10:45 -11:00	Club time
11:00 -12:00	Church Service
12:00 -12:45	Prepare noon meal
12:45 - 1:45	Noon meal
1:45 - 2:15	Rest period
2:15 - 2:30	Prepare for Pathfinder activity
2:30 - 5:30	Pathfinder activity
5:30 - 6:00	Prepare for evening meal
6:00 - 6:45	Evening meal
6:45 - 7:00	Flag Ceremony
7:00 - 8:30	Campfire and vespers
8:30 - 9:30	Club campfire
9:30 -10:00	Prepare to retire
10:00	Taps, silence

**SUNDAY**

7:00	Reveille
7:30 - 7:45	Morning devotions
7:45 - 8:00	Flag Ceremony
8:00 - 8:45	Breakfast
8:45 - 9:00	Club leaders meeting, headquarters
9:00 - 9:45	Prepare for inspection of area
9:45 -10:15	Inspection
10:15 -10:45	Prepare for events
10:45 -12:00	Camporee events
12:00 -12:15	Award time
12:15 -12:30	Directors meeting, events field
12:30 - 1:30	Noon meal
1:30	Pack up and have a safe trip home!

Sample #9

## CAMPOREE SCHEDULE NO.2



### FRIDAY (Sundown 6:30 p.m.)

2:00	Registration and preparation of camp
5:00	Plan for sack lunch from home
6:30	Campfire and vespers
8:30	Prepare for taps
9:00	Taps

### SABBATH

7:30	Reveille
7:45	Morning devotions by clubs
8:30	Breakfast
9:00	Prepare for inspection by counselors
9:30	Inspection
9:45	Sabbath School
11:00	Break
11:15	Church
1:00	Dinner
2:00	Rest
2:30	Nature hike
4:00	Pathfinder activity
5:00	Supper
6:15	Sundown worship and campfire activity
7:30	Games or moonlight hike
8:30	Prepare for taps
9:00	Taps

### SUNDAY

6:30	Reveille
7:25	Morning devotions by clubs
7:30	Breakfast
8:15	Camp clean up; prepare for inspection
8:45	Inspection
9:15	Field Events
12:30	Dinner
2:00	Farewell

**BE SURE THE CAMP IS SPOTLESS WHEN YOU LEAVE**

Sample #10

# CAMPOREE SCHEDULE NO.3



## THURSDAY

2:00	Register and set up campsite
5:30	Supper
7:30 - 9:00	Campfire and vespers
9:00 - 9:30	Directors meeting
9:30	Taps

## FRIDAY

7:00	Reveille
7:30 - 7:45	Morning Watch, Flag Ceremony
7:45 - 8:30	Breakfast
8:30 - 12:30	Visit point of special interest in the area
1:00 - 2:00	Lunch
2:30 - 5:30	Camporee events
6:00 - 7:00	Supper
7:00 - 7:30	Prepare for Sabbath
7:30 - 7:45	Flag Ceremony
7:45 - 9:00	Campfire
9:00 - 9:30	Prepare for bed
9:00 - 9:30	Directors meeting
9:30	Taps

## SABBATH

7:00	Reveille
7:30 - 7:45	Morning Watch and Flag Ceremony
7:45 - 8:30	Breakfast
8:30 - 9:00	Prepare for camp and personal inspection
9:00 - 9:45	Inspection and preparation for Sabbath School
9:45 - 10:45	Sabbath School
10:45 - 11:00	Club time
11:15 - 12:15	Church Service
2:00 - 3:00	Club picture creations with native materials
3:00 - 3:30	Picture tour
3:45 - 5:15	Round Robin or nature hike
5:30 - 6:45	Supper
7:15 - 7:30	Flag Ceremony
7:30 - 9:00	Campfire and vespers
9:00 - 9:30	Prepare for bed
9:00 - 9:30	Directors meeting
9:30	Taps

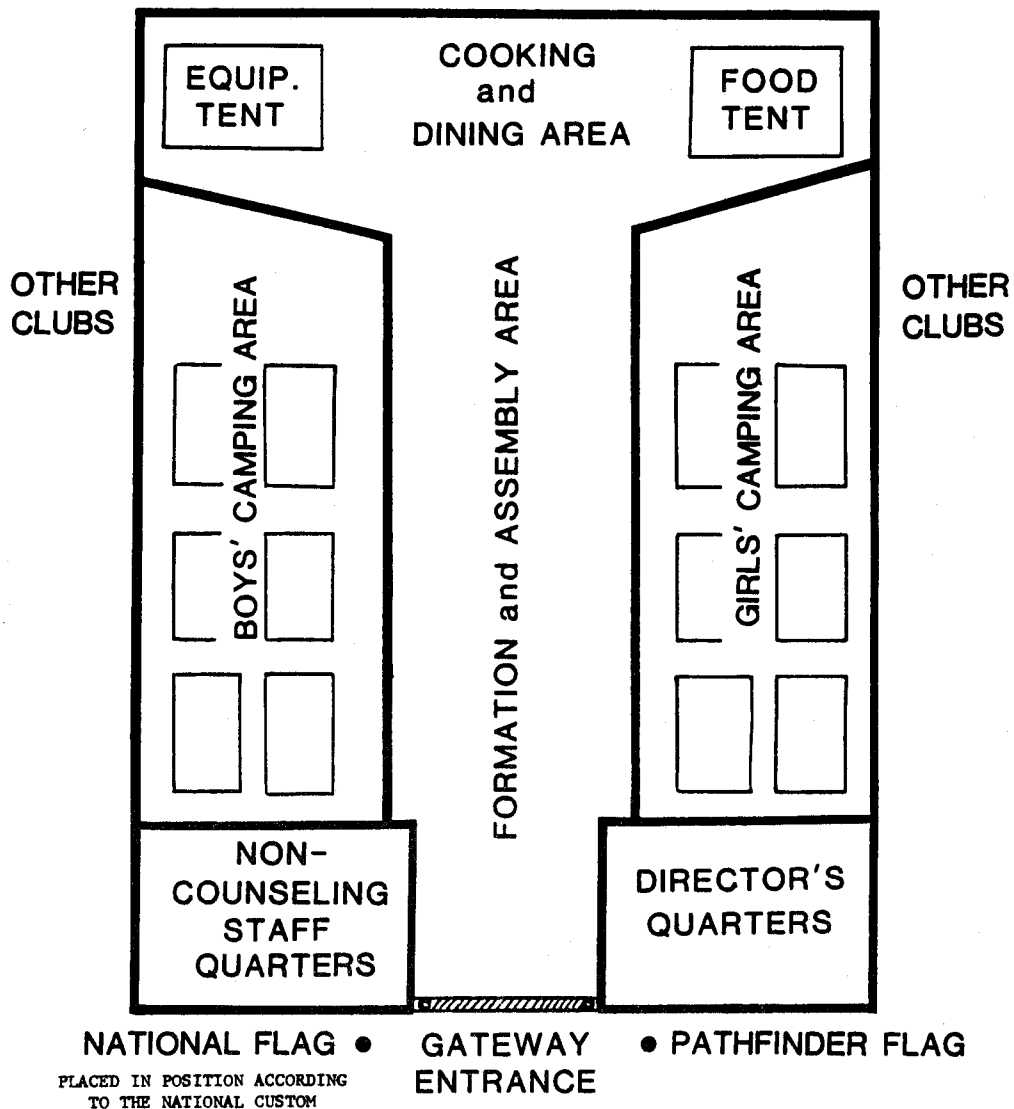
## SUNDAY

7:00	Reveille
7:30 - 7:45	Morning Watch and Flag Ceremony
7:45 - 8:30	Breakfast
8:30	Break camp and clean up grounds

# SUGGESTED INDIVIDUAL CLUB CAMP LAYOUT AT CAMPOREE

These are only suggested ways of making your camp look neat and uniform. Use your own plan, but make it look sharp.

## LAYOUT FOR CLUB CAMPSITE

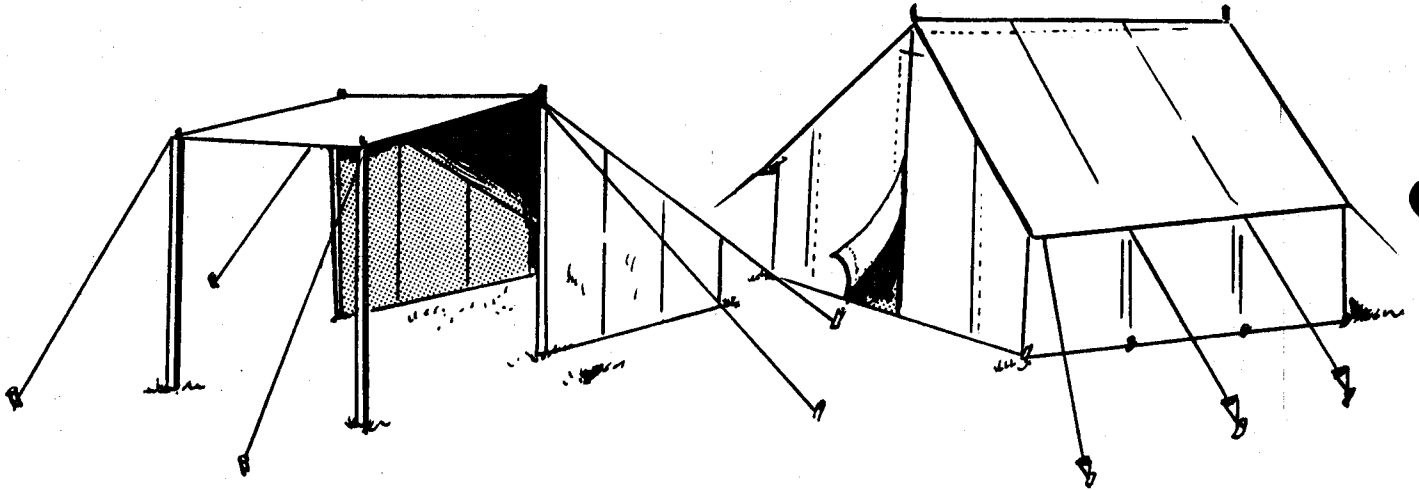
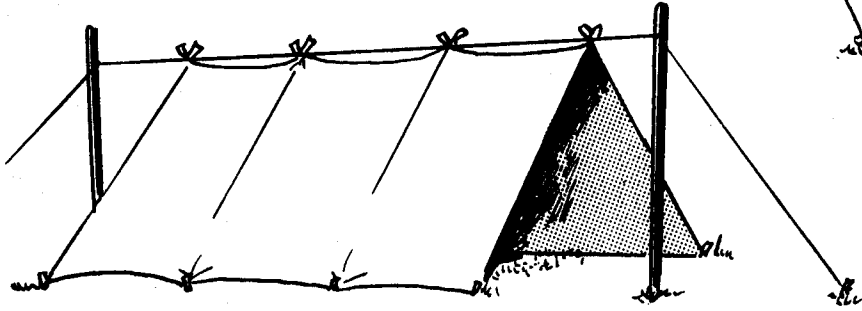
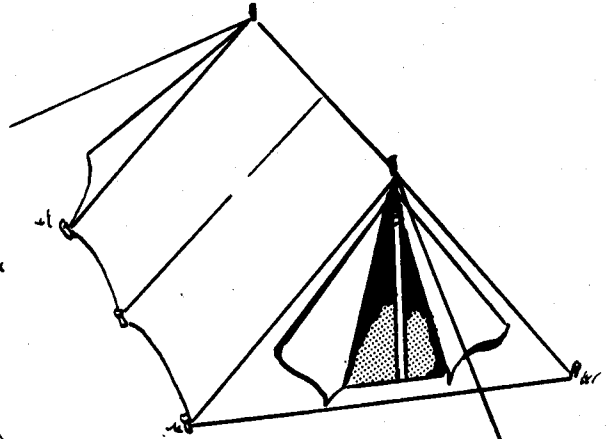
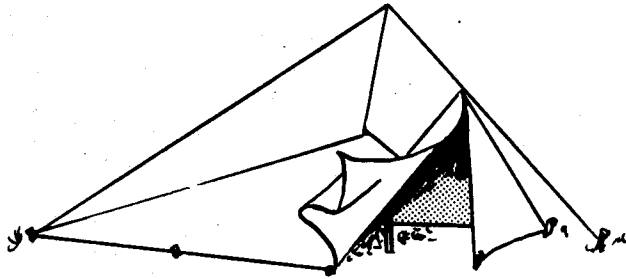


CONFERENCE/MISSION ASSEMBLY AREA

# SUGGESTED CAMP LAYOUT

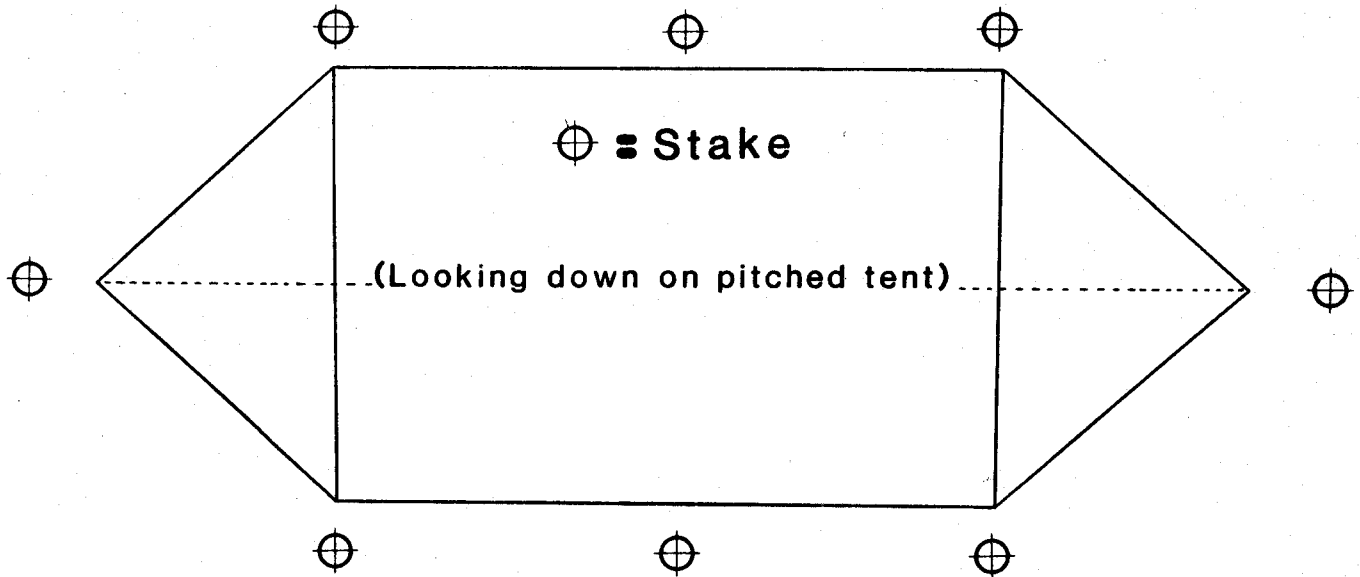


# SUGGESTED SHELTERS

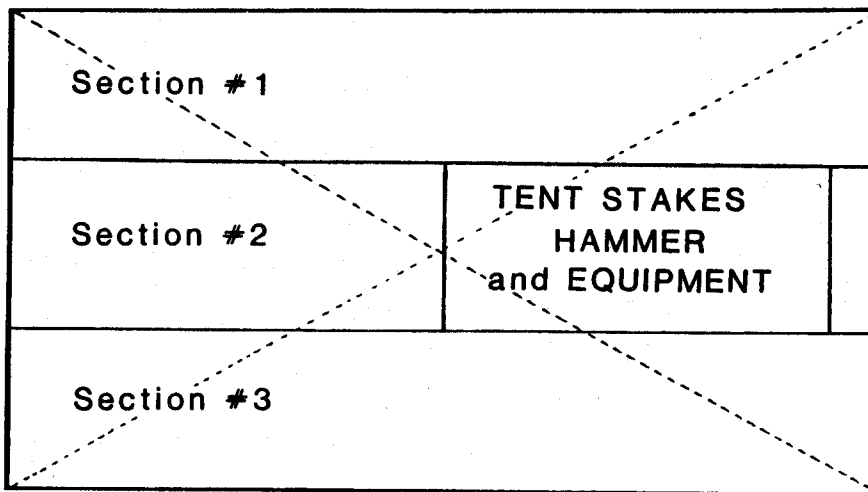


# HOW TO STAKE AND FOLD A TENT

## PUP TENT STAKING



## FOLDING A TENT



1. Lay #1 over #2
2. Lay #3 over #2
3. Roll, beginning with stake end
4. After rolled, encircle the roll once by one of the tent ropes, finalizing with a square knot

# ORGANIZING CAMPOREE EVENTS

Develop a program of non-competition between clubs and Pathfinders and have events chosen and operated by Pathfinders and leaders. Set up the scoring so that everyone can be a winner, based on his own initiative and determination. This program will produce the best atmosphere and most successful fair and camporee experience.

The role of the CONFERENCE/MISSION is to guide in the **selection of the event theme, place for events, station numbers, score cards and award ribbons**. The role of the CLUBS is to **develop an individual-orientated event, supply materials** and have it **objectively scored** in a system of 10 - 1.

At the time and place of events, station numbers are posted throughout the event area and the whole group assembled. Cards are given to each Pathfinder (see illustration) and name and club are recorded. This score card is numbered with the number of stations available. A brief description of each station is given and the Pathfinders are instructed that they may participate in the events in any order, but to try to get through all of them in the allotted time. If they complete all stations before the time limit, they may then go back to a station and try to improve their score.

The club leaders are then dismissed to supervise their club stations and when ready, the Pathfinders are dismissed. The role of the youth director is to mingle with the campers, announce stations with short lines, encourage and congratulate Pathfinders, answer questions and even participate in some events with them.

## **Awards - How to Establish Placing**

At the conclusion of the event time --

1. Pathfinders turn their score card in to their director.
2. The staff quickly total the cards of their club\*, putting them in order starting with the highest score on top.
3. These are then returned to the reviewing stand and once the highest score is determined, that becomes the norm from which 1st, 2nd, 3rd and participation positions are set.
4. A percentage is pre-determined indicating for example that 90% and up of the highest score is 1st place, 75% - 89% is 2nd place, and 50% - 74% is 3rd place and anything under 50% is participation.

A large quantity of ribbons are on hand in all categories. The score cards of a specific club are then quickly divided into the 4 categories and the number of ribbons needed in each is attached. **Properly organized, this can be done within 10 minutes after the last club's set of cards are in.** This time can be filled with a special event and announcements and then the ribbons are awarded. The **Directors** or their designate are called up and presented with ribbons for their Pathfinders and they return and present them to their club members. In this way, every Pathfinder can go home with a ribbon and momento of their day. These ribbons and events in no way influence the clubs yearly points. The only points available at a camporee or fair are for club attendance.

# SUGGESTED CAMPOREE POINTS FOR CLUBS

## REGISTRATION

Upon arrival - before sundown Friday	25 points
Late arrival if during week	10 points

## ATTENDANCE

100% - 90%	15 points	15 points
89% - 75%	10 points	
74% - 50%	5 points	
49% - 25%	2 points	

## UNIFORMS

100% - 90%	15 points	15 points
89% - 75%	10 points	
74% - 50%	5 points	
49% - 25%	2 points	

INSPECTION (see next page)	100 points
----------------------------	------------

## EVENTS

3 events, 15 points each	45 points
--------------------------	-----------

CAMPOREE	200 points
----------	------------



# SAMPLE MASTER SCORE SHEET FOR CLUBS

Sample #11

Event or Award	Attendance	Uniforms Flag Guidons	Booth	Drill	Knot Tying	Pup Tent Pitching	Fire Building	Special Events	Total Points Possible
1.	10	10	30	10	10	10	10	10	100
2.									
3.									
4.									
5.									
6.									
7.									
8.									
9.									
10.									
11.									
12.									
13.									
14.									
15.									

**Club Name**

# UNIT EVENTS SCORE SHEET

Sample #12

DISTRICT \_\_\_\_\_

DATE \_\_\_\_\_

CLUB \_\_\_\_\_

UNIT \_\_\_\_\_

CAPTAIN \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

COUNSELOR \_\_\_\_\_

Placements

Your  
Score

Your  
Placement

100 + - 1st  
75 - 99 - 2nd  
50 - 74 - 3rd

## UNIT EVENTS

Authorized  
Signature

Score  
(10 possible)

- |   |   |       |       |
|---|---|-------|-------|
|   | 1. Orienteering II                      | _____ | _____ |
|   | 2. Water relay                          | _____ | _____ |
|   | 3. Midnight pony express                | _____ | _____ |
|   | 4. Orienteering I                       | _____ | _____ |
| . | 5. OBS I                                | _____ | _____ |
| . | 6. Kims game                            | _____ | _____ |
| . | 7. Physical fitness                     | _____ | _____ |
| . | 8. Stretcher relay                      | _____ | _____ |
| . | 9. Horseshoe toss I                     | _____ | _____ |
| F | 10. Horseshoe toss II                   | _____ | _____ |
|   | 11. OBS II                              | _____ | _____ |
| O | 12. NITRO                               | _____ | _____ |
|   | 13. OBS III                             | _____ | _____ |
| L | 14. Archery                             | _____ | _____ |
|   | 15. Rope bridge crossing                | _____ | _____ |
| D | 16. What's wrong with<br>this camp?     | _____ | _____ |
| . | 17. OBS IV                              | _____ | _____ |
| . | 18. Football kick                       | _____ | _____ |
| . | 19. Map symbols                         | _____ | _____ |
| . | 20. Nature ID - trees                   | _____ | _____ |
| . | 21. Pup tent pitch                      | _____ | _____ |
|   | 22. Nature ID<br>rocks & minerals       | _____ | _____ |
|   | 23. Pup tent pitch                      | _____ | _____ |
|   | 24. Tent peg relay                      | _____ | _____ |
|   | 25. Boulder toss                        | _____ | _____ |
|   | 26. Drill down                          | _____ | _____ |
|   | 27. ORIENTEERING III -<br>Cross country | _____ | _____ |
|   | 28. Frisbee golf I                      | _____ | _____ |
|   | 29. Frisbee golf II                     | _____ | _____ |

TOTAL SCORE \_\_\_\_\_

Sample #13

# SAMPLE MENU NO.1

## BREAKFAST

### No. 1

Potatoes & eggs  
(1 egg)  
Hot chocolate or postum  
Fruit (orange)  
Bread/Peanut Butter

### No.2

Dry cereal & milk  
Hot cocoa  
Scrambled eggs (2)  
Bread/peanut butter/jam  
Banana (1)

### No. 3

Oatmeal & milk  
Pancakes  
Syrup  
Orange juice

## DINNER

### No. 1

Baked potatoes  
Baked beans  
Whole kernel corn  
Raw carrot  
Bread/peanut butter  
Milk  
Fruit (apple, orange)

### No. 2

Spaghetti (canned)  
Green beans (canned)  
Bread/peanut butter  
Milk  
Choplets & gravy  
Fruit (apple or orange  
banana)

### No. 3

Dehydrated mashed  
potatoes  
Tomatoes (canned) or  
fresh  
Peas (canned)  
Bread/peanut butter  
Milk  
Cookies

## SUPPER

### No. 1

Dehydrated soup mix  
Canned peaches  
Bread/peanut butter  
Milk  
Cookies

### No. 2

Vegetable Soup (canned)  
Orange (1)  
Crackers  
Cookies  
Raisins

### No. 3

Canned apricots  
Baked beans  
Bread/peanut butter  
Hot chocolate or postum  
Cookies

\*\*\*\*\*

## FOOD LIST FOR INDIVIDUAL

Eggs - 3  
1 small box chocolate mix  
2 oranges  
1 loaf whole-wheat bread  
Peanut butter  
2 small boxes dry cereal  
2 cans spaghetti  
1 small box powdered milk  
2 bananas  
1 small can orange juice  
1 can vegetarian baked beans  
1 candy bar  
Cookies  
1 small box raisins  
Potatoes - 3 medium

## SPECIAL FOOD LIST FOR COUNSELOR WITH 6 - 8 IN HIS UNIT

1 box salt  
1 large jar peanut butter  
1 box oatmeal  
1 box pancake mix  
1 plastic bottle pancake syrup  
1 bunch carrots  
2 cans whole kernel corn  
2 cans green beans  
2 cans choplets  
3 pkgs. dehydrated mashed potatoes  
2 cans peas  
2 large cans apricots  
1 box crackers  
2 cans tomatoes  
2 large cans peaches  
3 pkgs. dehydrated tomato or vegetable soup  
Fruit (apple, orange, banana)

## SAMPLE MENU NO.2

	FRIDAY	SABBATH	SUNDAY
<b>B R E A K F A S T</b>		Scrambled eggs Cereal & milk Peaches English muffins Orange juice	Pancakes & syrup Saucettes Apple sauce Orange juice Hot chocolate
<b>L U N C H</b>	Sack lunch from home	<b>HAYSTACKS</b> Corn chips Beans Cheese Lettuce Tomatoes Olives Onions Fruit juice	<b>SANDWICHES</b> Bread Luncheon vegemeat Lettuce Tomatoes Mayonnaise Chips Fig bars Lemonade
<b>S U P P E R</b>	Vegetable stew Crackers Grilled cheese Milk Rice Krispie crunch	Linketts Bun Catsup & relish Mayonnaise Vegetarian beans Potato chips Carrot/celery sticks Cookies Fruit juice	

# THE BIRTH OF A PATHFINDER FAIR



The Pathfinder Fair is a gala occasion for the Pathfinder Clubs of a conference/mission or designated area. Usually, these occasions take place on Sunday and extend from ten o'clock in the morning until four or five o'clock in the afternoon. The club members are invited to come in uniform, bring hobbies and exhibits, prepare various demonstrations, be prepared to march in a parade, and send teams for drill demonstrations.

**Purpose:** Members exchange ideas and get a sense of the strength of the Pathfinder movement within the area.

This special occasion is also the opportunity for the adult leadership to become acquainted and deepen fellowship in service for our junior youth.

The chief purpose for the fair is fellowship, an opportunity to see what other clubs are doing, and a general get-together which will increase the sense of belonging to a larger organization which is successful and strong.

The Pathfinder Fair also culminates the Pathfinder year program and, like the camporee, furnishes the opportunity and motivation for the Pathfinders to do their best and be well prepared for the different activities.

The Conference Youth Director is responsible for and directs the program, determines the events, and location of the Pathfinder Fair. He also arranges for the parade float and booths and fair judges.

It is advisable to appoint a Pathfinder Fair Committee of selected area coordinators/Pathfinder directors who will help both in the planning and direction of the fair.

## Pre-Fair Planning

In many conferences/missions there is a Pathfinder Advisory Committee. This committee is comprised of representatives of the Pathfinder Club and related church entities, such as schools, churches etc. It is becoming more frequent, also, for area coordinators to be appointed. With the involvement of these responsible individuals lies the success of any conference-wide Pathfinder event such as the Pathfinder Fair and Pathfinder Camporee.

## Planning Committees

A committee combining both groups could take up the fair as an item of business. The agenda should include all aspects of the fair -- theme, site, date, times, program, features, events, delegation of responsibility, budget, etc.

## Site Selection

Securing the site year by year takes advanced planning. Usually a state/county/city fairground is suitable and should be booked well ahead with a signed contract. Once a site has been discovered to be centrally located, adequate to meet the needs of the conference/mission fair, within the budgetary provision, there is no need to frequently change the location.

- a. The location should be strategic for most of the clubs, yet in a place which is most conducive to a successful fair.
- b. Choose a date which will guarantee a crowd. Some have it coincide with a school vacation where possible. Others, which have ten-day camp meetings, conduct their fairs on a Sunday afternoon on the campground. There are no other meetings scheduled at the time. It begins with the serving of the noon meal at the Pathfinder booths, and ends with the awarding of the ribbons or trophies during the preliminaries of the evening in the senior pavilion. Many have the fair in the spring and the camporee in the fall.
- c. Announce the time and the place long in advance. (See Advance Planning Schedule p. 48.)

## Fair Expenses

- a. Study the assets and liabilities of your fair location and facilities and determine what expense will be incurred. (See sample budget outline, p. 50.)
- b. Designate to the club directors the expenses for which they and the conference are responsible.
- c. Other.

## FAIR COMMITTEES

- a. **Registration, Reception and Booth Committee.** It is responsible for setting up the registration desk, marking out the places for the booths, putting up welcome signs or decorations as necessary, and registering the clubs as they arrive.
- b. **Parade and Judging Committee.** It is responsible to judge the parade, booth demonstrations, field events, etc.
- c. **Reviewing Stand Committee.** It is responsible for erecting and arranging reviewing stand.

- d. **Grandstands Committee.** Check the grandstands area to see that stands are set up, swept, dusted, and that all is in order, including assigned space for clubs where necessary with proper light.
- f. **Public Address System.** Arrange for any and all of the PA systems needed for the fair.
- f.. **Others.**

## **FAIR THEME SUGGESTIONS**

**THEME** -- Each Pathfinder Fair should have a theme like "Pioneering," "Our National Heritage," "Skills of Mind and Body," "Maranatha," "At Home in the Forest," etc. All the activities -- booths, parade, floats, events, etc. -- will be built around the theme.

### **THEME IDEAS**

1. AY Honor areas (any one of the seven areas -- for example, nature)
2. Sports
3. Kites
4. Track and field
5. Bicycles
6. Floats
7. Arts and crafts
8. Evangelistic motif
9. Centennials (religious or secular; states or people)

### **THEME PHRASES**

1. Early America - pioneer
2. Early America - Indian
3. Early America - western
4. History lives again
5. Days of yesterday
6. Golden West of '49
7. Patriotism
8. Good citizenship
9. Religious liberty
10. Brotherhood - nations of the world
11. Pathfinder history
12. SDA Church history - places and personalities
13. Pathfinders today - leaders tomorrow
14. Highways to adventure
15. Pathfinders today - the pioneers of tomorrow
16. Outer space

17. Pathfinders on the launching pad
18. Pathfinders in orbit
19. Pathfinders on parade
20. Pathfinders in action
21. Pathfinders share
22. Pathfinders serve God and man
23. We serve, we seek, we save
24. All out for service
25. Living, serving, observing (living by camping and outdoor skills; serving through missionary endeavor; observing nature).
26. On the King's business
27. Growing as Jesus did . . . "In wisdom and stature and in favor with God and man"
28. Pathfinders are physically fit
29. Fitness - physical, mental, spiritual
30. Youth through Christ can change the world
31. Outdoor living
32. God's other book - nature
33. God's second book - nature
34. Thanks be to God at Thanksgiving time (if fair is in fall of the year)
35. Camping in God's great world
36. Conservation
37. Nature's wonder world
38. Harvest festival
39. Seasons of the year
40. Good sportsmanship
41. Precious memories
42. Pathfinder skills
43. At our best
44. Creation

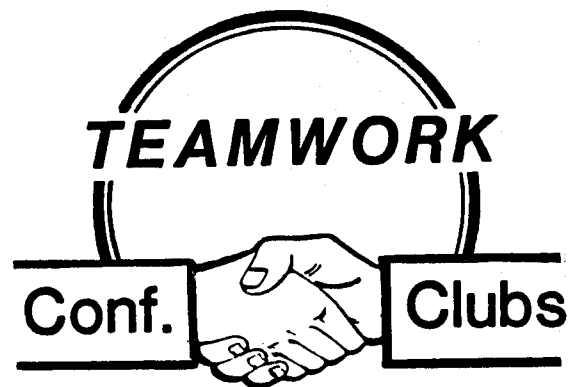
## **SPECIAL FEATURES SUGGESTIONS**

1. Sail plane demonstration
2. Model airplane flying demonstration or show by a local club
3. Glider plane show
4. Parachuting by trained personnel
5. Airplane drop
6. Arrival of a special feature speaker by helicopter
7. Sky diving
8. Rooster catch
9. Greasy pig catch
10. Talk and demonstration by a zoo curator or naturalist
11. Horseback riding club demonstration
12. Trained dog show
13. Other trained animal show (monkeys, etc.)
14. Trained birds show
15. Baton artist
16. Relay team

17. Pole vaulting
18. Physical fitness demonstration
19. Championship personalities
20. Archery demonstration by a professional
21. Go carts
22. Soap box derby race
23. Magician demonstration
24. Precision marching
25. Academy or college tumbling team
26. Drum and bugle corps exhibition
27. Marching band exhibition
28. Band concert
29. Indian lore and dancing (by a local club)
30. Fire truck and firemen in a dramatic lifesaving exhibition
31. Old model automobile show
32. Decorated bicycles
33. Famous personalities, such as governor, mayor, division president
34. Local clubs (civic, schools, universities; check with Chamber of Commerce)
35. Outstanding "fine arts" personality
36. Mother's Day flower presentation (if fair is held in May near date)
37. Pathfinder-of-the-year recognition or presentation
38. Hot-air balloon

# SUGGESTIONS FOR PATHFINDER FAIRS

1. **New Clubs** -- Many new clubs are discouraged at times because they do not have all the equipment and uniforms, but by just being at a fair they will gain a great deal of inspiration and a host of new ideas to take back and start implementing in their clubs. Special recognition to new clubs should be given for their encouragement.
2. **Uniforms** -- All Pathfinders and staff members are urged to wear uniforms, but new members should not miss the fair if they do not have a neckerchief. AY honor sashes and other dress uniform regalia are also desirable for parades, and for those manning the booths. Field uniforms may be worn for outdoor events.
3. **Awards** -- All clubs present should get some award just for being present. As mentioned in the camporee events, participants should strive toward a personal standard of excellence and not be competing against each other. It should be possible for all clubs to receive awards and ribbons.
4. **Flags and Guidons.** -- Clubs should bring their club flag and guidons for each unit. These should be posted in the booth and carried in the parade.
5. **Floats** -- Contributing greatly to the success of a fair are club floats, which should depict the general theme or some interesting phase of the Pathfinder work as established by the youth director. Floats do not need to be large, but a large percentage of Pathfinders should work on the preparation of them and not just the directors. Such themes as outdoor life, nature, hobbies and crafts, AY Honors, first aid, worship, missionary activities, group living, education, and body building are in order.
6. **Food Booths** -- The conference will send a questionnaire to each club asking for the first, second or third choices of food, and suggesting menus. Each club will then be notified of the specific food item or items that it can sell at the fair and table space will be provided. Clubs will furnish food and all necessary equipment such as hot plates, extension cords, etc. Food should be sold at reasonable prices. The total menu assigned to the clubs may include such foods as candy apples and punch; ice cream and cocoa; or slushes, corn dog, pop corn, pies and cakes, fruit drink, donuts, cookies, pizza, vegeburgers, chili beans, etc.
7. **Parade** -- The parade is usually the first major happening, either at 10:30 a.m. or 1:30 a.m. The Pathfinder Clubs should have specific instructions as to all the formality and commands to be given at the fair. A Pathfinder uniform is required for the parade. There will be a reviewing stand set up and as clubs pass



this from the left of the reviewing stand the Pathfinders receive the command "Eyes right." Clubs should be able to execute "Attention," "Present arms," "Order arms," "Parade rest," "Left face," "Right face," "About face," "Dress right," "Ready, front," "At ease," etc.

8. **Club Booths** -- Each club will want to have a club booth and there display the finest in originality, ingenuity, craftsmanship, and skill. The judges will take into consideration at least three things as they judge the booths:

a. **Appearance of the booth.** The overall appearance as to its appropriateness, attractiveness, and motif, and whether it brings out the general theme of the fair will be factors. Adult leaders may assist the Pathfinders in arranging and preparing the booth; however, judges will give more points when greater Pathfinder participation has been used in the preparation of the booth.

b. **Pathfinder display in the booth.** This relates to the collections, hobbies, handicrafts, or other exhibits made by the Pathfinders which bring out the theme of the booth. These collections are to be the work of the Pathfinders in the club and should not be judged as individual exhibits, but rather as contributions to the number of points possible for the booth display.

c. **Demonstrations.** This refers to the actual working demonstrations by the Pathfinders in the booth at the specific time of judging. It should be related to the theme of the booth and adults should not be obvious in the demonstrations.

9. **Ideas for Booths:**

- Arts and Crafts** - leathercraft, textile painting, contact printing
- Household Arts** -- display of canned, cooked or baked foods, dressmaking, needlecraft
- Mechanics** -- radio, model railroad
- Missionary Endeavor** -- home nursing, first aid
- Nature** -- butterfly and insect displays, shell collections, terrarium
- Outdoor Industries** -- display of different kinds of honey, with glass display cases of live bees
- Recreational Pursuits** -- a camping display with someone setting up a camp kitchen

These are only a few of the many things that could be done.

10. **Personal Exhibits** -- These exhibits can be entered by individual Pathfinders or by the club. These should be different from those used to decorate the booth. The exhibits can be judged on the following groups:

Group #1 -- **Crafts and Model Making**

- a. Leathercraft, metalcraft, soap carving, woodworking, ceramics, photography, weaving
- b. Airplane models, automobile models, train models

**Group #2 -- Collections**

Stamps, coins, items from foreign countries, (especially collections which apply to an AY Honor)

**Group #3 -- Nature**

Particularly exhibits of rocks, moths, butterflies, birds, shells

**Group #4 -- Household Arts**

- a. Cooking -- jams, jellies, canned fruits and vegetables, bread (including rolls, buns), pastries (including pies, cakes, cookies), candy (including fudge, health candy).
- b. Sewing -- dresses, plain and fancy aprons, plain and fancy tea towels, pot holders, knitting, embroidery work, (especially displays covering AY Honors)

**Group #5 -- Pets, Livestock and Poultry**

- a. Pets -- Do not bring just a cat or dog, but bring pets that are a bit different, such as a parrot, monkey or an unusual type of dog or cat
- b. Livestock and Poultry -- Suitable enclosures must be provided for these if they are to be in the booth. Otherwise, they should be placed in the area especially provided outside the auditorium and the youth department should be notified in advance of the fair.

**Group #6 -- Agriculture and Flower Culture**

- a. Garden produce should be displayed in small amounts, usually on paper plates.
- b. Flowers can be displayed either in special arrangements or as potted plants.

11. **Judging** -- This is a very important aspect of a fair. Select male and female judges who have some knowledge of Pathfinding; others with an artistic sense; some who know about drilling and marching. Officials from the city could be invited as well as union, division and General Conference youth directors when possible. The judges must have a complete sheet of instructions and meet to decide how to handle the different activities. The union youth director, for example, could be made chairman of the judges. On following pages are detailed suggestions for Pathfinder Fair judging.

# FAIR DATELINE

(Sample information for Pathfinder Bulletin)

1. When to arrive: Plan to arrive (time of arrival).
2. When the auditorium will open: The auditorium will open for construction of booths and displays at (time of opening). Please do much of your booth preparation in advance, so that the allotted hours in the auditorium will be ample.
3. Color guards: During the parade, have your color guard march in front of your club. They should carry the following flags if possible: of the country, Pathfinder, state etc.
4. Drill Down: One boy and one girl from each club. Please have name vests with club name for each participant.
5. Who marches in the parade: All Pathfinders, counselors, staff, and pastors are to march in the parade. This will add tremendously to the parade.
6. Bulletins to clubs should contain detailed information on insurance, fair setup, schedule, regulations, participation, parade theme and formation, booths -- dimensions and shape, exhibit areas, event list, judging procedures and awards, parking, trash and garbage.

## When the clubs arrive

1. Upon arrival the club director, or who ever he designates, registers the entire club at the registration booth.
2. The director should furnish the following information for his club:
  - a. Distance from fair
  - b. Total membership of club
  - c. Per cent of membership at the fair
  - d. Per cent of membership in uniform
  - e. Flag and guidons in club
  - f. Approximate date the club was organized
3. At the registration booth the director is given a number which may designate three things:
  - a. The number of the club's booth location
  - b. The club's place in the parade or review
  - c. The club's order in the afternoon demonstrations
4. At the same time the director may also be given a supply of exhibit cards to be used to identify craft or hobby displays. These should provide for the name of the Pathfinder, his age, and his club. Several different colors of cards may designate various age categories or objectives.
5. Other materials may be given to the club director at the time of registration.

6. The club should immediately begin setting up its booth and exhibits
7. Clubs selling food should set up at this same time in a different place as designated by the conference.
8. If the parade is in the morning, clubs should get ready for the parade next. Otherwise, the sale of food is first and then clubs get ready for the parade.
9. Other.

## **REGISTRATION**

1. Have registration forms available on site at conference booth for:

- a. Payment of any fees
- b. Club's name
- c. Number of Pathfinders in attendance
- d. Number of staff in attendance
- e. Special highlights of the year in a sentence or two to be read about them during the parade.
- f. Confirmation of events in which club will participate.

2. Have notice posted regarding lost and found items

**Registration** should start around 8:00 a.m. for the clubs which have come to participate in the fair. One adult officer from each club is to register for the whole club; it is not necessary for the individual Pathfinders to register. As they register they can furnish information regarding the distance they traveled to the fair, total membership of the club, percentage of membership at the fair, percentage of membership in uniform, flag and unit guidons in the club. Other interesting facts about the clubs may be given, such as when they were started, special projects, spiritual activities, youth baptized in the club as a result of Pathfinder efforts.

# PATHFINDER FAIR

## PRE-PLANNING WORKSHEET

ITEM	Days	Completion Date	Person Responsible
1. Organize fair committee	- 210		
2. Select theme	- 210		
3. Determine events	- 210		
4. Select and reserve location	- 210		
5. Determine budget	- 150		
6. Plans for special feature (if any)	- 120		
7. Secure special guest	- 120		
8. Develop promotion bulletin	- 120		
9. Print promotion bulletin	- 110		
10. Mail promotion bulletin	- 105		
11. Determine personnel needs	- 120		
12. Select personnel:	- 120		
Fair coordinator			
Events director			
Judges			
Security			
Grand parade director			
Booth coordinator			
Food-booth coordinator			
Parking coordinator			
13. Order awards, trophies, ribbons	- 120		
14. Plan tentative agenda	- 100		
15. Obtain fire permit, etc. (if needed)	- 60		
16. Physical arrangements:	- 60		
Electrical hook-ups			
Lighting			
Public address system			
Sanitation			
Truck			

I T E M	Days	Completion Date	Person Responsible
17. Finalize agenda	- 60		
Send out: Score sheets Program Map and directions	- 60		
18. Publicity (union paper, etc.)	- 60		
19. Print fair agenda	- 30		
20. Develop equipment checklist (Things to take to fair) PA system Flags Banners Signs Lighting (special)	- 30		
21. Pre-fair setup - stakes indicating event location - lines for booths drawn - making signs for special areas	- 2-5		
22. Pathfinder Fair			
23. Follow-up Thank you letters Return equipment Publicity			

\$ \$
\$ \$
\$ \$ \$
\$ \$ \$
\$ \$
\$ \$ \$
\$ \$

# PATHFINDER FAIR BUDGET



Sample #15

1. Study the assets and liabilities of your fair location and facilities, and determine what expense will be incurred.
2. Designate to the club directors the expenses for which they and the conference are responsible.
3. Other.

**INCOME**

Charges for space rental		500.	2,405.
Club food booths	450.		
Adventist Book Center display	50.		
Ticket sales and/or entrance		550.	
Advertising in fair brochure		750.	
AY offering sub fund		605.	

**EXPENDITURES**

Facility rental costs		925.	2,405.
Holding deposit	150.		
Fee (less deposit)	650.		
Set-up charges	75.		
Damages	50.		
 Services			
PA system	40.	125.	
Electrical	85.		
 Publicity/Information			
Union paper advertising	35.	195.	
Church posters/bulletin inserts	80.		
Fair program guides	80.		
 Program aids special features			
Guest band	50.	435.	
Special guest	175.		
Travel	75.		
Room/board	75.		
Gratuity	25.		
Banners, signs, decorations	100.		
Guests, security			
judges, meal tickets	75.		
Youth Department booth	20.		
Summer camp booth	15.		
 Events/Awards			
Supplies	50.	335.	
Ribbons	85.		
Trophies	200.		
 Miscellaneous			
Reserve Fund	390.	390.	

Sample #16



## **FAIR SCHEDULE NO. 1**

6:00 - 9:00 a.m.	Preparation of display booths
7:00 - 8:45	Directors register clubs
9:00 -10:30	Booth judging
9:15 -10:30	Formation and inspection
10:45	Parade staging
11:00	<b>OFFICIAL FAIR OPENING</b> Parade, opening ceremonies, and fair program
12:00 - 1:30	Lunch
1:30	Events: 1. 2. 3. 4.
4:00	Awards and presentations

### **CLUB BOOTH SETUP**

Saturday evening following sundown to 12:00 midnight

Sunday - 6:00 a.m. to 8:30 a.m.

### **HOBBIES AND CRAFTS DISPLAY SETUP**

Saturday evening following sundown to 12:00 midnight

Sunday - 6:00 a.m. to 8:30 a.m.

Sample #17

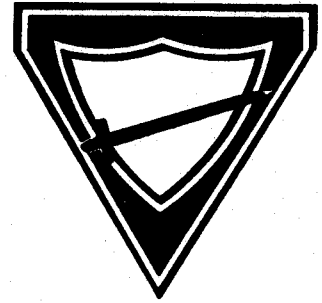


## **FAIR SCHEDULE NO.2**

8:00 a.m.	Registration
8:00 - 10:00	Prepare booths
10:00 - 12:45	Olympics and lunch <ol style="list-style-type: none"><li>1. Fire building</li><li>2. Knot tying relay</li><li>3. Pup-tent pitching</li><li>4. Field and track events</li><li>5. Drill contest</li></ol>
12:45 - 1:00	Return to auditorium
1:00 - 2:00	Visit other booths
2:00	Pre-parade preparation
2:15	Assemble for parade
2:30 - 3:15	Parade, Pledge of Allegiance, post colors, etc.
3:25 - 3:45	Special feature
3:45 - 4:00	Presentation of awards
4:00	Benediction and "Good-bye - May God bless you."

Sample #18

# PATHFINDER FAIR APPLICATION



Please fill out and return this form as soon as possible to the youth director in the local conference.

Club \_\_\_\_\_

Director \_\_\_\_\_

Number of Pathfinders in club \_\_\_\_\_

Number of staff in club \_\_\_\_\_

We will attend the fair \_\_\_\_\_ Yes \_\_\_\_\_ No

We will enter:

\_\_\_\_\_ Display booth

\_\_\_\_\_ Float

\_\_\_\_\_ Drill team

Field events:

List field events \_\_\_\_\_

\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

Filled out by \_\_\_\_\_

# PATHFINDER FAIR ADMINISTRATION

Directing the fair means that you see to it that the committees and personnel assigned do the following:

1. On-site preparation
2. Registration
3. Communications
4. Security assignments
5. Clean-up -- garbage disposal, sanitation
6. Insurance
7. First aid/medical
8. Follow through
  - a. Evaluation
  - b. Accounts
  - c. Recommendations
  - d. Pastoral contact
  - e. Publicity

**Security** -- Have several individuals designated as security personnel. They will maintain tight security over the booths and other areas at the fair. Try to make sure, too, that someone stays by your more valuable items at the fair. An ounce of prevention is worth a pound of cure.

**Fair Personnel** -- Personnel should be appointed to be in charge of:

- Booth displays (set up assignments in clubs)
- Food booths (club assignments)
- Parking
- Organizing club line-up for parade
- The judges
- Conference information booth
- Pathfinder supplies store
- Camp promotional booth
- Platform:
  - Opening ceremony
  - Events
  - Closing ceremony
- Clean-up crew
- Security

## Communications

1. Equipment - options
2. PA system
3. Bull horns
4. Whistles
5. Paging system
6. Sufficient information and instruction ahead of time to proper people
7. Program folder of schedule to participating club directors

## ON-SITE SETUP

1. Mark out areas, spots, etc., for display booth.
2. Mark out spaces for food booths (label booths for each club)
3. Set up arena platform with steps
  - PA system
  - Chairs
  - Podium
  - Emblems
  - Program
4. Set up parade route with cones, markers, etc.
5. Set up conference booth.
6. Set up Pathfinder store sales booth.
7. Mark out events starting, action, and finish lines
8. Set up first-, second-, third- place standards.
9. Place signs where appropriate (parking, registration arrows, etc.).
10. Set up special program props, stage decorations, etc.
11. Arrange for distribution site for award storage.

## FAIR JUDGING

All Pathfinder Fair events are judged against a predetermined standard, thus making it possible for more than one club to win a first-place award in each event. This eliminates, to a great degree, the problem of competition between clubs.

### BOOTHS

A total of 30 points may be earned on a booth display. Each club may have one booth with the theme of the display being one of the seven general divisions of the AY Honor subjects. The seven divisions are:

1. Arts and Crafts
2. Household Arts
3. Mechanics
4. Missionary Endeavor
5. Nature
6. Outdoor Industries
7. Recreational Pursuits

All displays will be judged and graded as follows:

1. **Appearance.** From one to ten points are possible under this section. This refers to the overall appearance of the booth as to its appropriateness, attractiveness, originality, design, and whether the motif brings out the general theme of Pathfinder activity. Adult leaders can assist the Pathfinders in arranging the booth.
2. **Pathfinder Display.** From one to ten points are possible under this section. This refers to the collections, hobbies, handicrafts, or other exhibits made by Pathfinders which bring out the theme of the booth. These collections, etc., are to be the work of the Pathfinders in the club. A variety of AY Honors within each of the seven divisions should be included in the display.

3. **Working Demonstrations.** From one to ten points are possible under this section. This refers to the active working demonstration by Pathfinders in the booth during the time the booths are being judged. Demonstration should be related to the theme of the booth. No adult leaders should be obvious in this demonstration.

**FIELD EVENTS**

1. **Marching.** Participants in the marching event will be divided into two divisions: Clubs having less than 15 members will form one division; clubs having more than 15 members will form the second division. Either a select group or the entire club may participate. Score sheets are provided for judges in these types of events.

A total of 10 points will be possible for this event as follows:

8 points for the following maneuvers: Assemble, dress right, salutes, facings, count off, marching in step, flank movement, column movements, to-the-rear-march, and oblique.

2 points for original and unusual movements.

1st place, 9 - 10 points

2nd place, 7 - 8 points

3rd place, 5 - 6 points

2. **Timed Events.** In some field events in which the participants are racing against time, the standard by which the event is judged is speed and accuracy.

Some problems have been encountered in this type of event evolving from the difficulty in separating first-, second-, and third- place winners in a closely timed event, such as knot tying, etc. One solution to this problem is to use a series of three ropes at a given finish line. The ropes are stretched parallel on the ground about four feet apart. Length of the ropes depends upon the number of participants in the events. At the sound of the beginning starter gun, rope #1 is held up. When a Pathfinder finishes the event he runs to the rope. When the time allowed for first place has elapsed, the gun sounds and rope #2 is held up. Thus those who finish in first place are caught between the ropes #1 and #2. When the time allowed for second place has elapsed, the gun again sounds and rope #3 is raised, thus those finishing in second place are caught between ropes #2 and #3, etc. Participants must be instructed to run to the finish rope and remain there until event is completed and record taken by the secretary.

**PARTICIPANTS**

- 1
- 2
- 3
- 4
- 5
- 6

#3    #2    #1

# PATHFINDER FAIR CLUB POINT SYSTEM

## ATTENDANCE\*

91% - 100%	20 points	20 points
76% - 90%	15 points	
51% - 75%	10 points	
50% or less	5 points	

## MEMBERS IN UNIFORM\*

91% - 100%	20 points	20 points
76% - 90%	15 points	
51% - 75%	10 points	
50% - less	5 points	

## CLUB FLAG\*

For displaying Pathfinder Flag	5 points
--------------------------------	----------

## UNIT GUIDONS\*

For having unit guidons for each unit in club	5 points
---	----------

## BOOTH AND EXHIBIT DISPLAY

30 points

## PARADE FLOATS

20 points

Each entry	5 points
Appearance	1 - 5 points
Theme	1 - 5 points
Participation by Pathfinders	1 - 5 points

## FIELD EVENTS

1st, 20 points  
2nd, 15 points  
3rd, 10 points

\* Points are awarded only if club directors make a report on these items at registration desk.

Sample #19

# SCORE RECORD

BOOTHS  
(20 Pts. Possible)

Club Name	Theme (1-10)	Demonstration (1-10)	TOTAL
-----------	--------------	----------------------	-------

\*\*\*\*\*

Craft and AY  
Honors  
(15 Pts. Possible)

## SCORE RECORD

Club Name	Entry	General Display	Appearance	Originality	Quality	TOTAL
-----------	-------	-----------------	------------	-------------	---------	-------

\*\*\*\*\*

Soap Box Derby  
(20 Pts. Possible)

## SCORE RECORD

Club Name	Entry	150'(5)	200'(10)	250'(15)	TOTAL
-----------	-------	---------	----------	----------	-------

\*\*\*\*\*

FLOATS  
(20 Pts. Possible)

## SCORE RECORD

Club Name	Appearance (1 - 20)	Total points possible (20)
-----------	---------------------	----------------------------

\*\*\*\*\*