

SLOW BICYCLE RACE

PARTICIPANTS: 2 Pathfinders
(1 boy and 1 girl)

EQUIPMENT: 2 bicycles.
(standard bicycle
and normal tire
inflation.)

COURSE: Will not be more
than 50 yards in a
5' lane. Should be
on level hard
ground or surface.



DESCRIPTION: This will take special skill. At the start the bike may be held by a Pathfinder with contestant mounted on it. At the sound of the starting gun, bicycles must move. The aim should be to arrive at the finish line LAST. If a foot touches the ground, the contestant cannot go on.

SCORING:

1st Place	3 minutes or more	10 points
2nd Place	2 minutes or more	8 points
3rd Place	1 minute or more	6 points
Entry		2 points

NOTE: Starter's gun will sound:

1. To begin the race
2. At 1 minute indicating 3rd Place contestants
3. At 2 minutes indicating 2nd Place contestants
4. At 3 minutes indicating 1st Place contestants

BICYCLE BARREL SHOT

CONTESTANTS: 1 Pathfinder

EQUIPMENT: 1 bicycle, 6 newspaper - rolled for throwing, 50 gallon barrel

PROCEDURE: Each club will enter only one chosen contestant. The Pathfinder will have to furnish his own bicycle. The Pathfinder will ride down a marked trail four feet wide and attempt to throw a folded newspaper (conventional newsboy style) into the barrel standing on end, fifteen feet from the trail. The Pathfinder must not strike the side of the trail with his bicycle, and must be moving continually when throwing the newspaper. The Pathfinders that sink the newspaper into the barrel without striking the rim will be the winners.

SCORING:

1st place	3 newspapers in barrel	10 points
2nd place	2 newspapers in barrel	8 points
3rd place	1 newspaper in barrel	6 points
Entry		2 points

BICYCLE FESTIVAL EVENTS

SPEED RACES: This event is conducted as in running races. Care taken as to age and distance the Pathfinder should race. Keep the distance short in most cases.

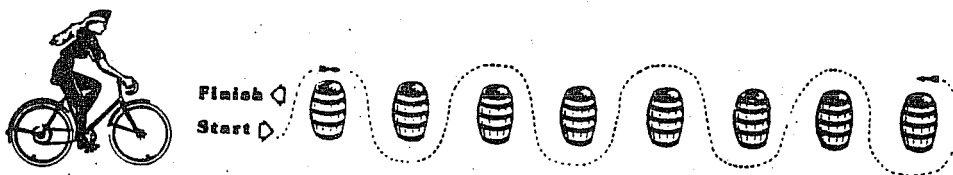
SLOW RACE: The object - the last to cross the finish line is the winner. Contestant is eliminated if his foot touches the ground or the bicycle, during the race. (See previous page)

CANDLE RACE: Each rider carries a lighted candle and rides as fast as possible without the candle going out.

BARREL SHOT: Place a number of 50 gallon barrels in a row. Parallel to the barrels, draw a line 15 feet away. Give each contestant the same number of rolled newspapers as barrels. Each rider attempts to throw one newspaper into each barrel while riding by, staying outside the 15 foot line. The Pathfinder must not strike the side of the trail with his bicycle and must be moving continually while throwing the newspaper. (See previous page)

OBSTACLE RACE: Place a barrel with both ends out, in front of each team. Each contestant rides to the barrel, jumps off bike, and goes through the barrel, mounts bike on the other side, and proceeds to the finish line.

SLALOM RACE: Eight barrels are placed in a line with 10 feet between each barrel. The object is to weave around the barrels as fast as possible, and return to the starting line without touching barrels.



BICYCLE PARADE: Pathfinders ride a given course with their bicycles decorated, or a Pathfinder team may pull a mini float by bicycle. There may also be demonstrations on trick riding.

TRICYCLE RACE: At the starting line, the first Pathfinder will get on the tricycle and ride for 50' at which time Pathfinder number 2 will return the tricycle to the starting line.

BICYCLE VEGELINK RACE

At signal Pathfinder will run 50' to bicycle and ride toward finish line. (Bicycle will be parked with front wheel behind 50' line.) Pathfinder will ride under overhead wire (100') and take a bite of vegelink (which has been dipped in mayonnaise and catsup). Vegelink will be suspended by a string suspended from the wire. Pathfinder will continue on toward finish line (50'). Total 200' race. **PATHFINDER WILL BE DISQUALIFIED IF** his feet touch the ground after starting to ride the bicycle or if he fails to take a bite of vegelink

