

SKILLS RELAY

PARTICIPANTS: 5 Pathfinders from each club

EQUIPMENT: Each club will provide the following:

1. One hammer, any size, preferably with claw in case of bent nail.
2. One blade-type potato peeler.
3. One empty #2 can (3 3/8" diameter).
4. One 2" paint brush.
5. Pint or quart can of paint, latex, or enamel. The paint can does not need to be new or full, so long as there is enough paint in it to paint one side of 12' long 2x4 (wide side).
6. One Screw driver.
7. One pocket knife.
8. One wire cutter.

The conference will provide the following to each club:

1. One board
2. One 8 penny nail
3. One foot length of multistrand double wire electric cord
4. One electric outlet plug
5. One can opener
6. One potato

PROCEDURE: Before the event begins all the above items will be arranged by the club at a spot 30 feet from the starting line. Each of the five Pathfinders will receive an envelope containing a number and the corresponding skill they must demonstrate. At the sound of the gun each Pathfinder will open his or her envelope and Pathfinder number 1 will run to the equipment, demonstrate the skill, run back and tag Pathfinder number 2, and so on.

- SKILLS:**
1. Drive nail into the side (not end) of the board provided (2x4). If nail is bent it must be straightened and completely driven in. Neither can the nail come through the side of the board.
 2. With blade type peeler, peel off all the potato skin to the judges satisfaction. Run back to starting line when judge O.K.'s potato.
 3. With knife (not stripping tool) strip insulation from the wires and attach to plug. If too many wires are cut (judges opinion) in the process of removing the insulation, the Pathfinder must cut the wire and repeat the process (that's why the wire cutters -- if done properly the first time they won't be needed). Other end of the wire may not be used.
 4. With screw driver, open the paint can; with 2" brush paint the wide side of the 2x4 provided (12" long), then put the lid back on the paint can tightly (to the judges approval) with either the screw driver handle or hammer.
 5. Remove end from can and run back to the rest of the team (at starting line). All five join hands and run to the finish line.

PANCAKE FLIP

This event is a fast moving one. The team must start a fire, mix the batter, fry the pancake, flip the pancake over a rope, run a relay, and then eat the pancake.

PARTICIPANTS: 4 Pathfinders -- 2 boys and 2 girls from each club

TIME: 10 minutes for entire event

- EQUIPMENT:**
1. Ten inch frying pan
 2. Spatula
 3. Pancake batter
 4. Oil
 5. Nest and wood for fire
 6. Axe
 7. Matches
 8. Rack to set frying pan over fire (Rocks or bricks may be used - conference supplier)
 9. Butter and syrup with which to eat the pancake
 10. All equipment must be furnished by the club, except the flip rope, rocks or bricks.

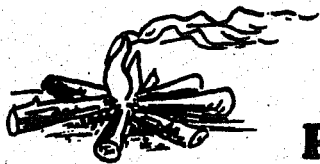


- PROCEDURE:**
1. Pathfinder number 1 will mix the pre-batter for a minimum size 5" pancake and fry the pancake while Pathfinder number 2 and Pathfinder number 3 prepare the fire.
 2. When the pancake is cooked and ready for flipping, Pathfinder number 4 will take the frying pan with the pancake in it and run 30 feet to a rope three feet off the ground.
 3. Pathfinder number 4 then flips the pancake over the rope, catching the pancake in one piece in the pan.
 4. Pathfinder number 4 then runs back to the starting point, holds the pan while Pathfinder number 1 places butter and syrup on the pancake.
 5. Pathfinders number 2 and 3 now eat the pancake with forks.

FIRE MATERIALS:

1. Wood for fire must be 1" x 10" -- pine unsplit until starting of event.
2. Wood or paper next must not be petroleum treated - or treated with any flammable product.
3. Any number of matches may be used.

SCORING:	Entry	5 Points
	Starting fire	10 Points
	Flip over rope	10 Points
	Complete in 6 minutes	10 Points
	Complete in 9 minutes	5 Points
	TOTAL POSSIBLE	35 Points



FIREBUILDING AND PANCAKE MAKING CONTEST

PARTICIPANTS: 3 Pathfinders from each club

MATERIALS: The conference will provide the necessary wood and materials needed for the fire, 3 (three) -- and only three matches to light the fire, and the pancake batter. A shopping bag at starting line for each club will contain kindling for fire and the three (3) matches taped to outside of bag. The shopping bag (large size) will be the paper to use for building fire. The club should provide an 8 - 10 inch frying pan, of clubs choice!

PROCEDURE: At the sound of the starting gun, two Pathfinders will run 50 feet to the starting line with the sack containing fire building materials and build their fire. Pathfinders number 1 and 2 then run back to tag Pathfinder number 3, who will run up with the pancake batter and the oiled frying pan. He will kneel down, make one 6 -7 inch pancake in the frying pan, flip the pancake over a 4 - foot high wire, and run back to the start/finish line! (The pancake must come back to the pan in one piece after flipping.)

NOTE: One of the Pathfinder staff will make ALL the pancake batter so it will be exactly the same for all.

SCORING:

First place	6 minutes
Second place	8 minutes
Third place	10 minutes

STRIKE THE MATCH

PARTICIPANTS: 8 Pathfinders from each club

EQUIPMENT: For each team one hand ax, one chopping block with crack or small hole to hold match, eight large wooden kitchen matches.

PROCEDURE: Pathfinder unit in relay formation 10 feet from equipment. On signal, Pathfinder number 1 walks up (this is not a race), places a match in chopping block, picks up ax, makes three strokes with ax to split or light the match. After three strokes (or less if he splits match with fewer strokes), he walks back and tags off Pathfinder number 2 who repeats performance. Continue same way until eight matches are used.

SCORING:

8, 7 matches split or lighted	10 points
6, 5 matches split or lighted	5 points
4, 3 matches split or lighted	3 points