

HAND AXMANSHIP

PARTICIPANTS: 1 Pathfinder from each club

PROCEDURE: Pathfinder entering the contest must show his woodsman skill by chopping out a 2½" nail which has been pounded all the way into a log so that only the head is showing. The contestant must not strike the log over 3" away from nail or he is disqualified. If he strikes the nail, he is also disqualified.

EQUIPMENT: One hatchet (similar to scout hatchet) with a handle not exceeding 24" in length, sharp but no nicks in it when it is inspected.

SCORING: Conference should determine time for first, second and third places for this event.

FIRE IN THE RAIN

PARTICIPANTS: 1 Pathfinder from each club.

EQUIPMENT: Rain coat or poncho, matches, hatchet, and knife.
One block of wood (4x4 inches and 18 inches long).
Rain (sprinkles may be used in area places)

DESCRIPTION: This event will be a timed demonstration of the ability of a Pathfinder to build a fire in the rain.

PROCEDURE: At a given signal each participant will be given a block of wood from which he must cut, with hatchet or knife, the kindling with which he wishes to build his fire.

Pathfinder must then enter the rain; and then, with a raincoat or poncho for protection, build a fire that will continue to burn in the rain for two minutes.

SCORES:

- 10 points for building a fire (in less than 3 minutes) that will continue to burn in the rain.
- 8 points for building a fire (in 3 to 4 minutes) that will continue to burn in the rain.
- 5 points for building a fire (in 4 to 5 minutes) that will continue to burn in the rain.
- 2 point for entering, if participant builds a fire within 5 to 7 minutes.



MATCHLESS FIRE

PARTICIPANTS: 3 Pathfinders for each club.

EQUIPMENT: Flint and steel - or some other type of native rock that will produce sparks when struck. No commercially made flints will be permitted. Each team must also supply their own tinder.

OBJECT: To see which team is able to make a blaze and keep it going for (1) minute. The size of the blaze is not important. To acquire speed in such fire building requires much practice.

SCORING: Fire built in:

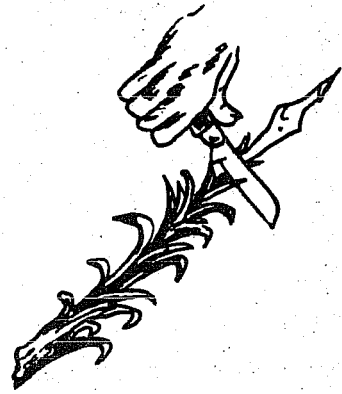
2 minutes	10 points
3 minutes	8 points
4 minutes	5 points
5 minutes	3 points

FUZZ STICK RELAY

PARTICIPANTS: 5 Pathfinders

EQUIPMENT: 1 stick of dry, soft wood will be provided by conference
1 knife

PROCEDURE: Unit lines up in relay formation opposite equipment. On signal, Pathfinder number 1 runs up and cuts three slivers on the stick, lays down the knife and runs back to touch off Pathfinder number 2, who runs up to Pathfinder number 3 etc. down to Pathfinder number 5.



SCORING: 1 point for each of the 15 slivers still attached

5 points for finishing first
4 points for finishing second
3 points for finishing third

FIRE BUILDING AND WATER BOILING

PARTICIPANTS: 3 Pathfinders from each club

EQUIPMENT: 1 gallon can (#10)
8 2"x 4"x18" (untreated wood)
Scraps of wood
2 pieces of paper 8½ x 11"
3 matches
2 axes
2 pocket knives
2 bricks or racks to hold can - permissible to use grill on top of rocks
½ cup liquid detergent.

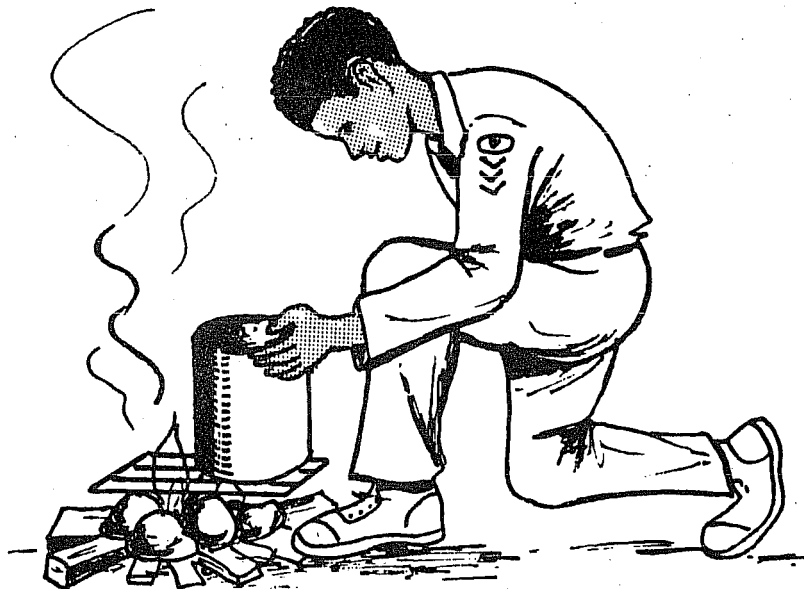
PROCEDURE:

At sound of whistle, the three Pathfinders will carry all items to the starting line, (cans are to be filled with water beforehand) and begin the fire with the paper, small wood scraps and chop 2x4's for more fire. (No fuel or wood chips are to be used. Only the material mentioned above. The object is to get the water in the can to boil over. The liquid detergent is added to water at any point, to aid in boiling.) When water boils over the edge of the can, the judge will note time taken.

SCORING:

Time - 10 minutes maximum

Start fire -	5 points
Boil water -	10 points
Entry -	5 points



STRING BURNING

PARTICIPANTS: 2 Pathfinders from each club

EQUIPMENT: Conference supplies firewood, string, matches
Club supplies - hatchet, knife, two poles (3 ft. long) for string, one stake 18" long.

PROCEDURE: Each club will place poles and string prior to start of event. 18" stake will be driven into ground with 12" remaining above the ground (this will be checked before event starts.) Each club will be given their firewood and one (1) match before starting gun is fired.

At the sound of the gun the Pathfinders will run to the fire locations, split the wood for the fire and build any type of fire. Firewood must not extend above top of 12" stake in middle of fire area. If more than one match is needed one of the two participating Pathfinders must run to a designated judge and receive one more match. They may use as many matches as needed but the matches will be issued one at a time and only after previous match has been used.

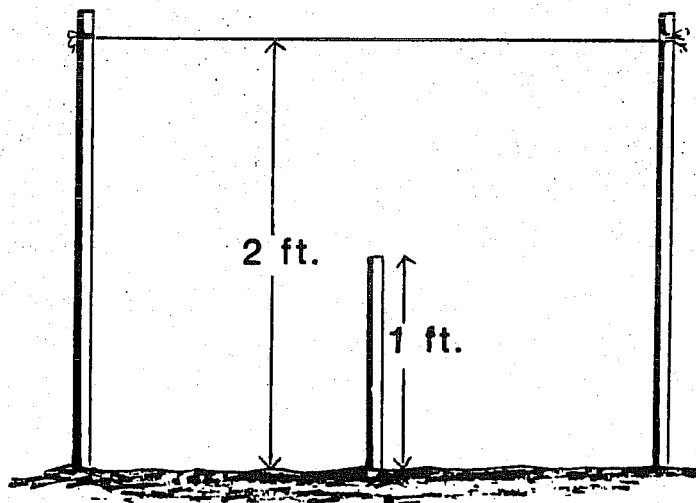
OBJECT: To burn string. String or the poles holding the string must not be touched by Pathfinders after fire is started.

String must be 2 feet from the ground and 1 foot from top of center stake.

SCORING:

3 minutes	10 points
4 minutes	8 points
5 minutes	6 points
Entry	2 points

*Conference should set time limits



OPERATION ORBIT

PARTICIPANTS: 2 Pathfinders to a team

EQUIPMENT: 2 four (4) foot poles prepared to be driven into the ground.

Gas filled balloons with ring for attaching to string.

Hatchets (scout type) with handles not to exceed 18".

Cards for club names.

String, match and wood (2x4x18" long), (2x6).

PROCEDURE: Drive your two poles into the ground -- three (3) feet apart.

Tie string between poles two (2) feet above ground. Attached to the cross-string, by means of a small ring and a 10 foot string, will be a gas-filled balloon. Attached to the balloon will be a card with the Pathfinder club name and the leader's address. A message anyone finding the card please correspond with the Pathfinder leader and give the place where the card was found. Now you are ready to start.

At the start gun a Pathfinder make own kindling from 2 x 4's. They may use as many matches as needed. No paper or tinder may be used.

Firewood can be built up to 18 inches high.

Flames must leap to burn the string. The gas-filled balloon will be sent into orbit with the card.

TIMING:

1st Place	String burned in 3 minutes
2nd Place	String burned in 4 minutes
3rd place	String burned in 5 minutes

* Conference should set time limits