Arizona Pathfinder Fair
03-11-18
Montevista Spanish Church

Please read over the enclosed materials carefully

THEME: "One Way Jesus "

LOCATION: Montevista Spanish Seventh-day Adventist Church

902 E. Baseline Rd Phoenix, AZ 85042-6617

FAIR FEE None– FREE ADMISSION

PARADE This year clubs will ONLY be graded on their uniform. No marching will be graded.

FAIR SCHEDULE: Give special notice to the schedule and mark the appointment time for the Directors' Meeting. It is important that your club be represented at this meeting

YEARLY POINTS: For coming to the Fair, you will receive up to 150 points toward your total.

EVENTS: Be sure your Pathfinders are involved in the activities.

FOOD BOOTH: Clubs may sell food for lunch if they so desire. **Our office must be notified if your club is having a food booth and what you will be selling**.

PINE CAR DERBY : This is an Activity, **NOT** an Honor; all Cars must to be constructed prior to Pathfinder Fair.

CLEAN UP: Each club must leave the Fair area clean. This includes food booth areas. Bring trash bags, a rake or broom to tidy up.

RACE: ***"The Amazing One Way Jesus Race".*** This activity is a relay where pathfinder clubs will race to finish the fastest .

SUPERVISION: Please keep your Pathfinders under your supervision at ALL times. Conference personnel and Master Guides are instructed to escort wandering children and Pathfinders to their director.

NEW CLUBS: Please do not stay at home even if you feel that your club is not ready. Come as you are, even if you don't have uniforms. The Fair is an exciting time for Pathfinders. Don't leave home without them!!!

PARKING and VEHICLES: Please follow directions of the parking attendants and respect the vehicles that may need to get in or out of the parking area. Do not block passage ways. Respect any reserved parking areas.

SDA YOUTH MINISTRIES

2018 Pathfinder Fair Pine Car Derby Race Activity

Race Schedule and Format:
Inspection and Registration of all cars begins at 7:45 am; all cars must be registered by 9:15 am, there will be no late registration!
At the time of registration and after passing inspection, each car will be allowed 2 (two) practice runs on the Qualifying lane of the track.
Qualifying rounds begin at 9:30am
Elimination and championship rounds will start at 10:00 and run until completion.
Each car will be registered by Pathfinder and Club, please have an adult present for inspection and to register car.
A single qualification round will be held for each car, all qualification runs will be on the same lane on the track.
The top 32 qualifying cars will race in the Elimination round, the 4 fastest cars will race in the Championship round to determine fastest cars 1st, 2nd, 3rd, and 4th.
All registered cars must be picked up at the end of the Fair, or the owners' forfeits ownership.

Car Construction Rules:
Car body is to be constructed from Pine Wood.
Maximum wheel diameter is 1 and a 1/4".
Maximum axel diameter is 1/8".
Maximum car size, including wheels, may not exceed 7" long x 2 ¾" wide.
Minimum width between wheels shall be 1 ¾".
Minimum ground clearance between car bottom and track shall be 3/8".
All cars will be weighed on the same scale. Each car may not exceed **5 (five) ounces** total weight. Metal or wood weights may be added to reach maximum racing weight.
No wheel bearings, bushings, springs, starting devices, loose or moving weights or parts are allowed.
Custom parts such as drivers, windshields, pipes, headers, roll bars, and other details are permissible, provided they do not cause the car to exceed the maximum width, length, and weight specifications.

The Amazing One Way Jesus Race

The purpose of this event is to: work as a team, demonstrate pathfinder skills, have lots of fun, and ultimately, raise the flag of One Way Jesus. Special ribbons will be awarded. The relay consists of four stations.
(All listed materials used for this event MUST be provided by each club.)

Station 1: Fire Away (Catapult Station).

- In this station, 6 pathfinders will build a catapult using wood sticks and lashings.
- Once the catapult is built, a soft round object (ball) must be projected at least 5 feet. The ball must be caught by a pathfinder at the receiving end in order to advance to the next stage.
- Material needed:

⇒ Eight 5 foot long wooden poles

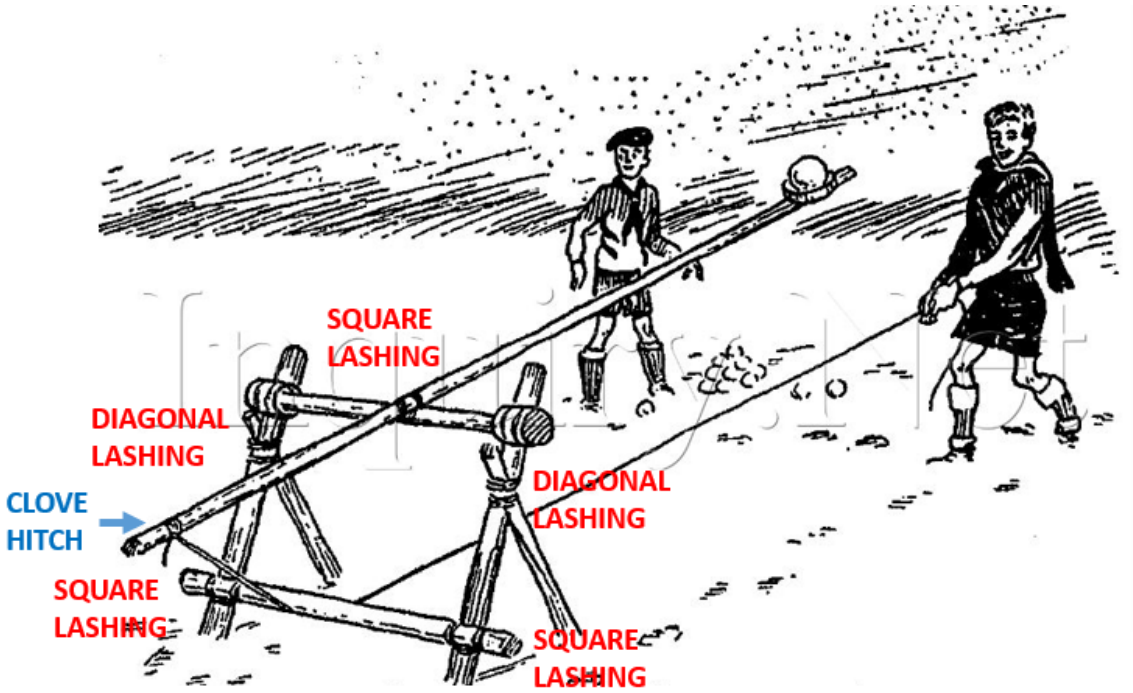
Note: 10 foot lever stick is composed of two 5 foot wooden poles

⇒ Nine 6 foot lengths of sash cord, and one 12 foot length sash cord

⇒ Plastic Ball

⇒ Platform on lever that holds the ball could be of any material and may be pre-attached to wooden stick before race

- Lashings & Knots: Diagonal, Square, and Sheer Lashings; Timber hitch, and clove hitch knots (links to demo videos listed below)



<u>Station 2</u>: The Bulldozer

- In this station, 6 pathfinders will get inside a pre-assembled tarp and will roll it in a synchronized manner to the next station.
- All the pathfinders will stand inside the "bulldozer" in a single file and arms above their heads holding the tarp above them. They will then take steps forward at the same time while pushing the tarp forward.
- The pathfinders must be inside the tarp at all times when moving forward.
- Distance: approximate 50 yards (to the next station)
- Material Needed:

⇒ Pre-Assembled tarp that fits 6 pathfinders (size may vary according to your pathfinders' height).

⇒ Be creative when making the tarp (not too long, not too wide, not too tall, etc)

Note: It is advised to sew the ends together tightly to avoid the tarp ends from breaking loose.

<u>Station 3</u>: Fill the Bucket.

- In this station, 8 pathfinders will transfer water from a container to a 1 milk/water gallon by connecting pieces of cardboard to create a trail. We know the cardboard will soak – this is the point!
- In order to advance to the next station- the gallon must be completely filled with water.
- Materials Needed:

  * **Fourteen** 1.5 feet long cardboard segments (Width: minimum 8 inches)
  * Minimum of 4 water/milk gallons
  * Gallons can be filled at fair grounds

<u>Station 4</u>: Flag Raising.

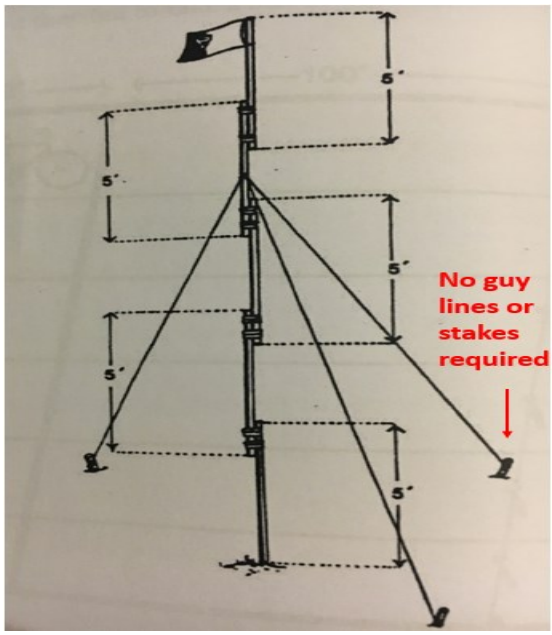
- In this station, 8 pathfinders will build a flagpole and raise the custom 2′ x 3′ "One Way Jesus Flag".
- Pathfinders will build a 25 foot pole using five- 5 foot wooden sticks attached by using sheer lashings. The custom One Way Jesus Flag will then be attached to the 25 foot pole.
- In order to successfully complete this stage, 3 pathfinders will raise the flagpole for a minimum of 25 seconds.

⇒ Material needed: (can reuse from catapult station*)

* Five – 5 foot wooden poles*

* Eight 6 foot lengths of sash cord*

* <u>One Way Jesus custom 2ft x 3ft flag (displayed during float/parade)</u>



Contact Information: Lily & Isai Chairez; ichairez@gmail.com

Other info: Lashings demo videos

Diagonal » http://www.animatedknots.com/lashdiagonal/index.php#Movie

Square » http://www.animatedknots.com/lashsquare/#Movie

Sheer » http://www.animatedknots.com/lashshear/index.php

Clove hitch » http://www.animatedknots.com/cloveend/

REGISTRATION FORM

2018 Pathfinder Fair: One Way Jesus

03.11.18

Montevista Spanish Church

Due in Youth Department March 6, 2018.

E-mail: gcorella@azconference.org or fax: 480-991-4833

CHURCH NAME: _____

CLUB NAME: _____

DIRECTOR: _____

PHONE: _____

SDA YOUTH MINISTRIES

Fair Schedule
03-11-18

6:30 a.m.	Prep time	
7:30 a.m.	Club Registration	Gaby Corella/Eunice Lopez
8:00 a.m.	Directors' meeting	Fred Daniel
9:00 a.m.	Uniform Inspection and parade (As clubs are lining up for the parade, the coordinators will inspect the Pathfinders and uniforms)	Coordinators
10:30 a.m.	Opening Ceremony	
	Star Spangled Banner	
	Pledge of Allegiance	George Herber
	Pathfinder Pledge and law: English	Carol Lawson
	Pathfinder Pledge and law: Spanish	Armando Metelin
	Pathfinder Song: English and Spanish	Judy Preston/Eunice Lopez
	Worship Thought	Pastor Manny Cruz
11:00 a.m.	Activities Booths Floats Scrap Books Obstacle Course	
12:00 p.m.	Lunch	Individually
1:00 pm	Drill Down	Everyone
1:30 pm	Closing Ceremonies and Clean-Up	

Please do not leave early or without cleaning your area.
Be Remembered as True Pathfinders!!

SCRAPBOOK SCORE SHEET

SCRAPBOOKS WILL BE ALL TOGETHER IN A BOOTH WHERE THEY MAY BE VIEWED AND WILL BE JUDGED. BRING THEM WHEN YOU REGISTER.

ELEMENT BEING JUDGED	POSSIBLE POINTS	POINTS RECEIVED
Made by Pathfinders	6	
Cover with club name	5	
Table of Contents	6	
PHOTOS	5	
CAPTIONS	6	
Activities (including community service)	11	
NEATNESS	5	
ORIGINALITY	6	
TOTAL POINTS	50	

FLOAT AND BOOTH SCORE SHEET

ELEMENT BEING JUDGED	POSSIBLE POINTS	POINTS RECEIVED
FLOAT	25	
Reflects Fair Theme	15	
Originality	5	
Attractive	5	
BOOTH	75	
Set up on time	25	
Content reflects years work with examples	25	
Correct dimensions and orderly	10	
Originality	5	
Captions with flags and club name	10	
TOTAL POINTS	100	

SAMPLE
SAMPLE

ACTIVITIES
Pathfinder Fair: 03-11-18

Float and Booth
Instructions: A booth 10 X 10 is a way for you to showcase your Club. Shows your club name and choose a few things to display that highlight your club's year. The scrap book will show each activity in pictures. Build a Float that reflects this year's Fair Theme. You will want Pathfinders to pull your float in the Parade and then park it by your booth for judging. No vehicles will be allowed to pull floats.

Points will be awarded as indicated on the Score Sheet. First through fourth places will be granted on points earned according to the following breakdown:

1st place	90 - 100 points
2nd place	75 - 89 points
3rd place	50 - 74 points
4th place	25 – 49 points

Scrap book
Scrap books will be all together in a booth where they may be viewed and will be judged. Bring them when you register.

Note: Scrap books are worth 50 Fair Points. Points will be awarded as indicated on the Score Sheet. First through fourth place will be granted on points earned according to the following breakdown:

1st place	45-50 points
2nd place	38-44 points
3rd place	25-37 points
4th place	13-24 points

Obstacle Course- Fun activity. No points awarded

Award Point Summary
Pathfinder Fair: 3-11-18

		Points Possible	Points Earned
1.	Club attendance 75% and up = 150 points 50% to 74% = 110 points 25% to 49% = 75 points	150 pts	_____
2.	Uniforms	50 pts	_____
3.	Booth	75 pts	_____
4.	Float	25 pts	_____
5.	Scrap Book	50 pts	_____
6.	Club participation in activities	100 pts	_____
	TOTAL	450 pts	_____
EXTRA CREDIT POINTS for FANCY DRILL (not required)		50 pts	_____
Grand total for fair			_____

AWARD PLACEMENT

President's Award	360 and up pts
Governor's Award	290 – 359 pts
Achievement Award	225 – 289 pts
Participation Award	110 -224 pts