

Arizona Pathfinder Fair

04-13-2025

“JESUS CAMPS WITH YOU”

Please read over the enclosed materials carefully.

THEME: “JESUS CAMPS WITH YOU”

LOCATION: Thunderbird Adventist Academy
7410 E Sutton Dr, Scottsdale, AZ 85260

FAIR FEE: **Registration fee:** \$10 per pathfinder and staff (no charge for parents) *before 3:00 pm March 25th

Post-deadline fee: \$15 all attendees

Note: Late registration may not include Fair Pin

All participating Pathfinder Clubs must have their “Certificate of Operation” to participate in the Pathfinder Fair

PARKING and VEHICLES: Please follow directions of the parking attendants. Do not block passageways. Respect any reserved parking areas.

FAIR SCHEDULE: Fair schedule and pertinent Fair instructions will be available at the Check In/Information booth. **THERE WILL BE NO DIRECTOR’S MEETING.** Visit the Information booth for additional questions.

YEARLY POINTS: For coming to the Fair, you will receive up to 525 points toward your yearly total.

FOOD BOOTH: Registered clubs would be able to register up to **three** food items with Gaby Corella as first come, first served basis. \$30 registration fee before March 25 and \$50 after this date. Please provide a brief description of your food items. No duplicate items will be allowed. Food Booths will begin selling after 11:00 am. **Your club might be penalized if you don’t follow the rules.** A form to be fill will be sent to you after registering your food booth.

EVENTS: Make sure ALL your Pathfinders are involved in the activities.

EVENTS WITH POINTS:

PARADE (UNIFORM INSPECTION PRIOR TO MARCHING)

FLOAT

PRECISION DRILL

BOOTH DISPLAY

SCRAPBOOK

RELAY EVENT

BOOTH DISPLAY: Booth set-up must be completed by 7:50 a.m.

FUN ACTIVITIES:

Dodgeball, pick-up games for various sports, giant obstacle course, among other things will be available for Pathfinders to enjoy. Great opportunity to make new friends! No registration required and **participation is optional**.

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!!!

SUPERVISION: Please keep your Pathfinders and younger children under your supervision at ALL times.

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.

SPECIAL ACCOMODATIONS: For traveling clubs, lodging at local churches can be arranged. Contact Conference Office – Gaby Corella for more information.

REGISTRATION DEADLINE: **March 25, 2025, before 3 p.m.** The Conference office will not accept registrations after this date. However, registrations will be accepted at the Fair check-in booth at the increased fee indicated above.

2025 AZ Fair Schedule

04-13-2025

- 6:30 a.m.** Prep time
- 7:30 a.m.** Club Check In/Late Registration
- 8:00 a.m.** Uniform Inspection and Parade.
Parade will commence at 8:15 a.m

(As clubs are lining up for the parade, coordinators will be inspecting Pathfinder uniforms)

- 8:45 a.m.** Opening Ceremony

Color Guard	Southern Area
Pledge of Allegiance	Southern Area
Pathfinder Law: English	Western Area
Pathfinder Law: Spanish	Western Area
Pathfinder Pledge: English	Eastern Area
Pathfinder Pledge: Spanish	Eastern Area
Pathfinder Song: English	Central Area
Pathfinder Song: Spanish	Central Area
Prayer	Northern Area
Worship Thought	
- 9:15 a.m.** Precision Drill and Fancy Drill
- 10:15 a.m.** Relay event final instructions/ Pathfinders
change to uniform B
- 10:30 a.m.** Relay Event
- 11:45 a.m.** Lunch

Booth Review	
Scrapbook Review	
Float Review	
- 12:15 p.m.** Fun Events/ Free time
- 2:15 p.m.** Drill Down
- 2:30 p.m.** Clean-Up and Closing Ceremonies

Please do not leave early or without cleaning your area.



REGISTRATION FORM

2025 Pathfinder Fair:

JESUS CAMPS WITH YOU

04.13.2025

Thunderbird Adventist Academy

Due at Conference Youth Department March 25, 2025 before 3 p.m.

All participating Pathfinder Clubs must have their "Certificate of Operation" to participate in the Pathfinder Fair

Email: Gcorella@azconference.org or fax: 480-991-4833

Church name: _____

Club name: _____

Director: _____

Phone: _____ Email: _____

Total # of Pathfinders: _____ **Total #** of Staff: _____

Reservation total:

_____ (#PF & Staff) x \$10.00 = \$ _____ (#Late Registration) x \$15.00 = \$ _____

Food Booth \$30 before March 25, \$50 after this date: YES _____ NO _____

List and describe up to three food items: _____

Need lodging accommodation? Contact Conference Office Secretary



Award Point Summary

Pathfinder Fair:

JESUS CAMPS WITH YOU

04-13-2025

	Points Possible	Points Earned
1. Club Attendance	125	_____
a. "75% and up = 125 points"		
b. "50% to 74% = 100 points"		
c. "25% to 49% = 75 points"		
2. Uniform Inspection	50	_____
3. Precision Drill	50	_____
4. Float	75	_____
5. Booth	50	_____
6. Scrap Book	75	_____
7. Relay Event	150	_____
8. Club Participation in ALL activities	75	_____
Total	650	_____

AWARD PLACEMENT

Excellence Award*	585 – 650 pts
First Place	520 – 584 pts
Second Place	455 – 519 pts
Third Place	390 – 454 pts
Participation Award	under 390 pts

*Participation required in all activities



ACTIVITIES

Pathfinder Fair:

JESUS CAMPS WITH YOU

04-13-2025

PARADE

All Pathfinder members, including staff, are required to participate. Marching commands “Eyes Right” (for whole club) and “Hand Salute” (only for drill instructor/pathfinder director) are required when crossing the Reviewing Stand. See “Additional Information” section for Parade Drill commands and club lineup details.

FLOAT

Your float must NOT exceed 3’x5’. It needs to be carried by two pathfinders or pulled by one pathfinder if using a wagon. The float must reflect this year’s Fair theme. The float will be exhibited during the parade. Then, it will be placed in your booth for evaluation. Points will be awarded as indicated on the Score Sheet.

Note: Special awards will be given for the most original floats.

PRECISION AND FANCY DRILL OVERVIEW

This activity will begin immediately following the Worship Thought. Fair points will be awarded for participation of precision drill. All pathfinders are required to participate (no staff, only drill instructor). **Maximum time of 2 minutes will be allowed for the demonstration.** Fancy drill, for NO points, will follow precision drill demonstrations.

Confirm your drill demonstration at check-in.

Note: There will be a 5-point deduction for every 30 seconds over the time limit.

PRECISION DRILL

Standard commands and marching execution will be evaluated for this type of drill. See section below for Precision Drill Command requirements.

FANCY DRILL

Customized commands are permitted for this drill. However, standard commands may also be used.

BOOTH DISPLAY

A 10' x 10' booth is a way for you to showcase your Club! Show your club's banner and choose a few things to display that highlight your club's year.

Additional Items that should be displayed in your booth are:

Scrap book (after evaluation), Float (after parade), Flags (after parade).

Points will be awarded as indicated on the Score Sheet. **Booth set-up must be completed by 7:50 a.m.**



SCRAPBOOK

Scrapbooks will be gathered at the Check-in/Information booth where they will be reviewed and evaluated. Points will be awarded as indicated on the Score Sheet. Special awards will be given for the most original scrapbooks.

Note: Display of digital scrapbooks is allowed at your booth. However, a printed version must be dropped off for evaluation during check-in.



“Jesus Camps with You” Relay Race

The purpose of this event is to nurture teamwork, exercise mental and physical abilities, and demonstrate pathfinding skills. The relay consists of six stations, with the last stage consisting of building a launcher. **All listed materials MUST be provided by each participating club.**

Points will be awarded as indicated on the Score Sheet.

Stage 1:

The Giant Centipede Race!!



One Team of 10 Pathfinders (PFs) will race to the finish line hoping like a Giant Centipede together!

Instructions:

- Pathfinders will line up in a single column.
- Connect the Pathfinders into one whole centipede by alternating holding the opposite foot and shoulder of the Pathfinder in front of them.
- All Pathfinders must hop synchronously, while staying attached, to advance forward.
 - If Pathfinder becomes detach, team should immediately stop, reconnect, and then proceed.
- The **LAST** Pathfinder in line must cross the finish line on the opposite side of the field.

Materials:

- 10 adventurous Pathfinders

Tip: Leading Pathfinder (#1) should call out when the team should hop.

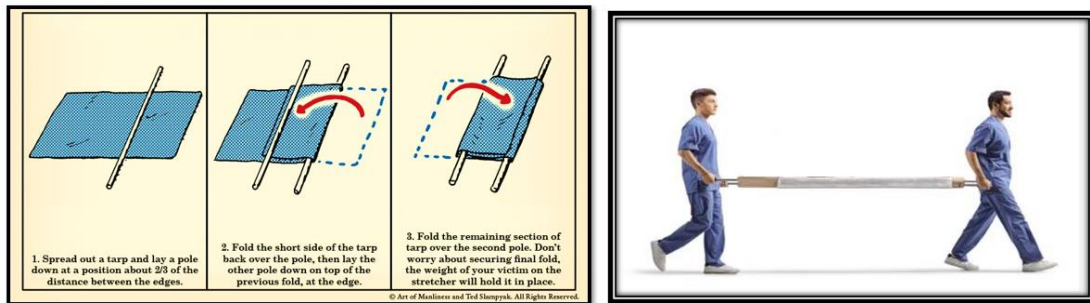
Stage 2:

First Aid Run!!

Three Teams of Pathfinders will use First Aid skills and build an improvised Stretcher to carry a Pathfinder in a three-step sequence.

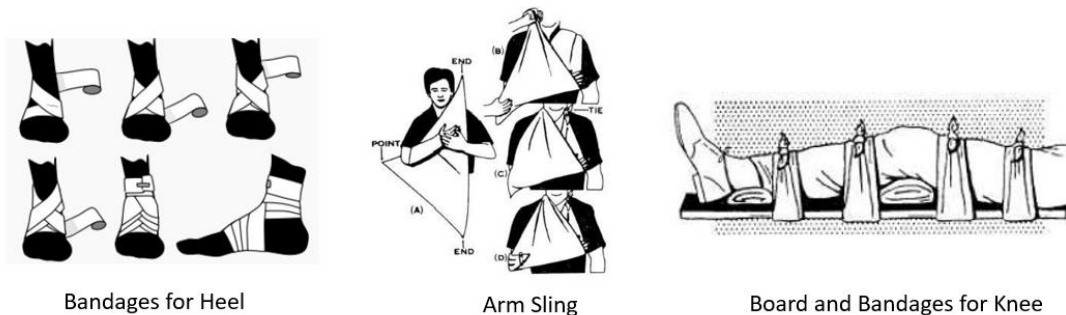
Relay Instructions:

- Three teams required (2-5 Pathfinders per team).
- **First Team** builds a stretcher and runs to the opposite side of the field carrying empty stretcher.



Stretcher

- Upon stretcher arrival, **Second Team** begins bandaging a member of its team (option: each Pathfinder secures a different bandage/sling for faster results)



Bandages for Heel

Arm Sling

Board and Bandages for Knee

- Upon bandaging completion, **Third Team** properly places bandaged Pathfinder on the stretcher and carries Pathfinder to the opposite side of the field. (may use 2-4 PFs of this same team to carry the stretcher)



Materials:

- Two poles (5 foot or longer)
- Light blanket or sleeping bag or sturdy bed sheet
- 5 Pathfinder scarfs or triangular cloth
- One 6-foot bandage (approx.)
- Board (approx. length of Pathfinder's leg being bandaged.)
- Two wash cloths (or similar)

Notes:**Bandages for Heels:**

See First Aid Basic Honor for instructions

Arm sling knots:

Use PF scarf. Use square knot behind neck. Use overhand knot (instead of safety pin depicted) on elbow

Board and bandages for knee:

Use 4 PF scarfs and secure with square knots. Place rolled wash clothes behind knee and ankle as depicted in picture.

Tips:

- Review Basic 1st Aid Honor.
- Use lightest Pathfinder to carry.

Resources:

- **Overhead Knot**
<https://www.animatedknots.com/overhand-knot>
- **Square Knot**
<https://www.animatedknots.com/square-knot>

Stage 3:

The Swing



In this station, Pathfinders will build a swing and carry a Pathfinder.

Instructions:

- Two Teams (5 Pathfinders each) required.
- **First Team** builds the swing (see Building Instructions below)
- Four pathfinders (2 at each end) will carry one Pathfinder to the opposite side of the field **without touching the ground**.
- **Second Team**, 4 different Pathfinders will carry a **new** pathfinder back to the starting line.

Materials:

- 2 pieces of approximately 12-foot length sash cord (adjust as needed)
- Sitting board that accommodates a Pathfinder
- One 6-foot wooden pole

Building Instructions:

Tie a clove hitch knot to the 6ft wooden pole. Wrap a minimum of two loops around the sitting board. Finish with a clove hitch back at the wooden pole. Repeat this process to attach the other side of the board.

Note:

If the pathfinder on the swing touches the ground, falls, or swing breaks, the team will need to stop immediately and fix their process.

Resources

- **Clove Hitch with Double Loops**
<https://www.animatedknots.com/clove-hitch-knot-using-loops>
- **Clove Hitch**
<https://www.animatedknots.com/clove-hitch-knot-rope-end>

Stage 4:

The Tunnel Ball Race!



In this station, a team of 10 Pathfinders (PFs) will make a tunnel with their legs and roll down a ball through it.

Instructions:

- Line up 10 PFs in a column with 3 feet separation between all PFs.
- First PF in line rolls ball back through the tunnel until last PF in line grabs it.
- Last PF in line runs with the ball to front of the line as the whole team moves back 3 feet.
- Repeat process until the initial first PF reaches front of line with ball again.

Materials:

- Ball (Soccer, basketball, or kickball)

Note:

- Ball must cross through tunnel without straying out. If ball rolls out of tunnel; stop, grab ball, and re-try passing at the point of failure.
- Separation between PFs must be kept at 3 feet at **ALL** times.
- For reference: <https://www.youtube.com/watch?v=v9W-kqhZ5I>

Stage 5:

The Tidal Wave Race!



In this station, a team of 8 Pathfinders (PF) will fill a container by transferring water down the line.

Instructions:

- Line 8 PFs in a column.
- First PF in line must be 5 ft away from 5-gallon water bucket. Last PF in line should be 10 ft away from filling container
- First PF in line fills pot with water and passes overhead to next team member until pot reaches last PF in line.
- Last PF in line transfers water to filling container, runs to front of the line to fill pot from 5-gallon bucket, then joins front of line to pass pot back to team members.
- Repeat process until filling container is full (1 liter)

Materials:

- 2 Five-gallon buckets (FILLED with water)
- 3 Six-inch plastic gardening pot with a minimum of 4 drainage holes

Note:

- PFs **cannot** block drainage holes while transferring water
- Bring extra clothes to change (optional)
- For reference: https://www.youtube.com/watch?v=VDuOS1L_a2I

Final Stage 6:

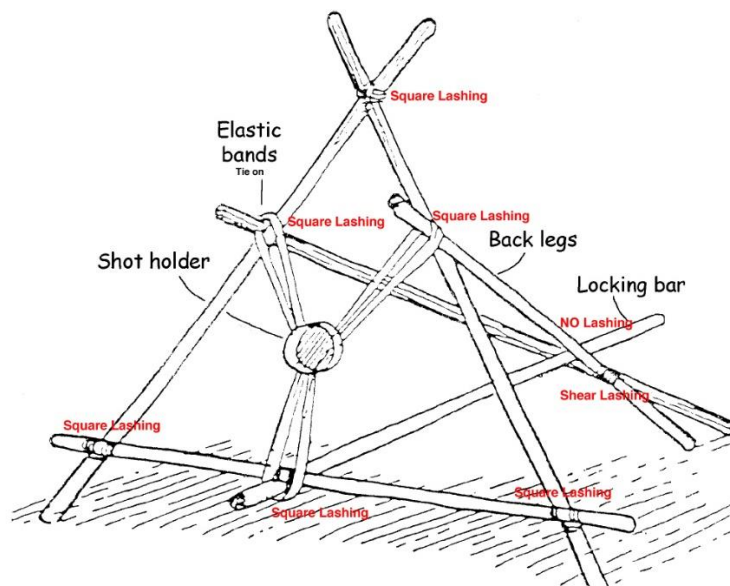
Stave Launcher!



In this station, the Pathfinder club will demonstrate knot and lashing proficiency by building a launcher and knocking down 7 targets (minimum).

Instructions:

- Build a launcher using Square and Shear lashings as depicted on diagram below (see Resources Section for lashing videos and helpful websites).
- Shot Holder: Bring pre-made to PF Fair. Building instructions on the website in Resource Section.
- Attach shot holder to launcher using short length cords if necessary.
- Use **Tennis** balls as shots to bring down the targets (7- **half-full** 500ml/ 16.9 FL oz. water bottles) placed 15 ft. away from launcher.



Materials:

- Six 6-foot spars/hiking sticks/garden rod or similar item (available at Lowe's)
- Seven 6-foot x 1/4-inch lashing ropes
- Three short lengths of cord (to secure the shot holder to the structure if your using surgical tubing)
- 18 or more tennis balls (Walmart \$9.98/ 18 tennis balls)
- One pre-made "shot-holder" (See website in Resources Section)
 - Material options:
 - Stretch material: Bungee Cord, Latex tubing, surgical tubing
 - Shot holder – 12.5 oz. Tin can (or similar) or 10-oz canvas pouch
- Safety glasses (Harbor Freight ~\$2.)



Note:

- May place targets on raised platform (Optional)

Stave Launcher Resources:

- Stave Launcher building Instructions website:
<https://scoutpioneering.com/2015/05/17/scout-meeting-challenge-new-market-ballista/>

Lashings & Knots Resources

- **Square Lashing**
<https://www.animatedknots.com/square-lashing-knot>
- **Shear Lashing**
<https://www.animatedknots.com/shear-lashing-knot>
- **Diagonal Lashing**
<https://www.animatedknots.com/diagonal-lashing-knot>
- **Clove Hitch with Double Loops**
<https://www.animatedknots.com/clove-hitch-knot-using-loops>
- **Clove Hitch**
<https://www.animatedknots.com/clove-hitch-knot-rope-end>

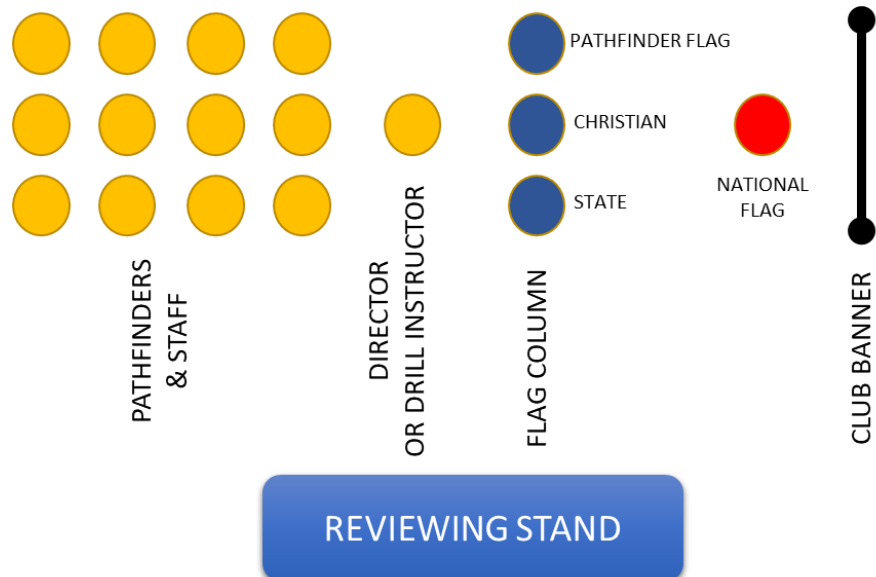
ADDITIONAL INFORMATION

PARADE DRILL COMMAND REQUIREMENTS

(per PF Drill Instructor's Manual)

Eyes Right At Reviews and Parades

- A. **Only the club director renders the hand salute.**
- B. When marching, the club director, without turning his body, commands EYES, RIGHT; READY, FRONT. He gives the command RIGHT when he is six steps from the front of the reviewing official or reviewing stand, and FRONT when the last rank of the club has cleared the reviewing official or reviewing stand by six steps. When the command RIGHT is given, each Pathfinder except the right file, turns head and eyes to the right at an angle of 45 degrees while marching until the command FRONT is given. At the command FRONT, heads and eyes again face front. The commands EYES and RIGHT are given on the right foot. READY and FRONT are given on the left foot.
- C. At the command EYES, RIGHT, **the club director turns his head and eyes right and renders present arms.** The guidon bearers execute present guidon and *the State, Christian and Pathfinder flags are dipped to a 45 degree angle. The national flag is never dipped. (Guidons are not required)*
- D. The club director ends the salute at the command FRONT. The guidons and flags are returned to the carry.
- E. All flags are carried nearly vertically, with the staff grasped with the right hand even with the mouth and the left hand near the base of the staff (the left hand securing ferrule in sling socket if sling is used). In strong wind, when using sling, staff may be grasped with left hand just below right hand.



PRECISION DRILL COMMAND REQUIREMENTS

CLUB:						
Command	Pts:	Score:	Score:	Score:	Score:	Score:
Fall In	2					
Dress Right Dress (Ready Front)	3					
Cover - Recover	2					
Present Arms (Order Arms)	2					
Hand Salute	2					
Right Face	2					
Left Face	2					
About Face (call twice)	3					
Parade Rest	1					
Prayer Attention (Amen)	1					
At Ease	1					
Attention	1					
Stationary Score:	22					
Forward March	2					
To the Rear March (x2)	4					
Right Flank March	3					
Left Flank March	3					
Column Right March	5					
Column Left March	5					
Mark-time March	3					
Pathfinders Halt	2					
Fall Out / Dismissed	1					
Marching Score:	28					
Total Score:	50					

Instructions:

*Though NOT preferred, the role of Drill Leader may be filled by the Evaluator.

- The club will begin with all members out of formation but in close proximity of the Drill Leader*.
- The evaluator indicates the start of the evaluation and the Drill Leader* issues the first command.
- The Drill Leader* issues subsequent commands in order, either upon evaluator signal or on pre-arranged timing. (Points will NOT be deducted for out of sequence commands.)
- A preparatory command may be rescinded by the command “As You Were.”
- While marching, the command of execution “March” for left directional changes are issued on the left foot strike. The command of execution for “To-the-Rear” and right directional changes are issued on the right foot strike.

SCRAPBOOK SCORE SHEET

ELEMENT BEING JUDGED	POSSIBLE POINTS	POINTS RECEIVED
Made by Pathfinders	5	
Cover with club name	10	
Table of Contents	10	
PHOTOS	10	
CAPTIONS	10	
Activities (including community service)	15	
NEATNESS	5	
ORIGINALITY	10	
TOTAL POINTS	75	

BOOTH SCORE SHEET

ELEMENT BEING JUDGED	POSSIBLE POINTS	POINTS RECEIVED
Set up on time	15	
Content reflects year's work with examples	10	
Correct dimensions and orderly	10	
Originality	5	
Captions with flags and club name	10	
TOTAL POINTS	50	

FLOAT SCORE SHEET

ELEMENT BEING JUDGED	POSSIBLE POINTS	POINTS RECEIVED
Reflects Fair Theme	30	
Originality	15	
Aesthetics	30	
TOTAL POINTS	75	

RELAY EVENT

ELEMENT BEING JUDGED	POSSIBLE POINTS	POINTS RECEIVED
"Stages 1-5"	50	
"Final Stage-6"	75	
Participation of all the club	25	
TOTAL POINTS	150	

