



PATHFINDER FAIR INFORMATION AND GUIDE

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INTRODUCTION AND PHILOSOPHY OF PATHFINDER FAIR

The Pathfinder Fair is a gala occasion for the Pathfinder Clubs of a Conference. The chief purpose is:

1. For fellowship of Club members across the Conference to increase the sense of belonging to a larger organization which is successful and strong
2. An opportunity to see what other Clubs are doing and sharing ideas
3. A chance for Pathfinders to put into practice their skills which they learnt as part of the curriculum, in a realistic setting.

EXPECTATIONS:

Pathfinder Club members are invited and expected to:

1. Come in dress uniform and be prepared to march in a parade.
2. Field uniform
3. Bring Hobbies and Crafts to exhibit, exchange and possibly sell to raise funds for their club.
4. Send teams for drill demonstrations
5. Prepare for various skills exercises

POINTS:

Pathfinder Clubs will be awarded points toward various standard awards, i.e. Gold, Silver, bronze. Points will be awarded for:

1. Proper and neat presentation of dress uniform
2. Fulfilling various skills exercises according to a required standard, and in an allotted time slot. (See Appendix Below for Skills exercises)
3. Execute, as a club, basic drill formations and commands in front of a live audience.
4. Presentation of a well organised and presented craft, hobby or themed booth. (Adventurers could get involved in this exercise)
5. Overall presentation, sportsmanship and deportment by the Club and their supporters

FAIR PROGRAM:

The day will be planned as follows (this is an example and may not follow the same procedure on the day):

- 8:00 am: Registration
- 8:00 – 10:00: Prepare Booths
- 10:00: Parade, devotion and Opening Exercises
- 10:30 – 11:00: Formation and Dress Uniform Inspection
- 11:00 – 12:00: Drill Commands Display
- 12:30 – 13:00: Selected Fancy Drill and Drum Displays
(Clubs will be allowed to change into Field Uniform at this stage)
- 12:30 – 13:00: Booth Judging
- 13:00 – 14:00: Lunch
- 14:00 – 17:00: Afternoon Skills Events
- Clean Up
- 17:00 – 18:00: Closing Parade
Awards and Presentations
Close

PREPARATION FOR THE FAIR

From the Launch, clubs will be required to prepare for the fair. This will be over the next 7 months.

These include:

- Preparing and making crafts and hobbies for display and sale
- Planning and preparing for a creative booth
- Prepare and practice for the skills exercises
- Prepare and practice the basic drill formations and commands
- Ensure their club's dress uniforms are ready and in order for inspection.

Registration of your Club's participation is required three months in advance of the fair. (Actual deadline date will be communicated.)

Clubs will be charged a registration and attendance fee, which will go toward the organisation and logistics of the event. (Amount will be communicated.)

RULES OF THE FAIR (Subject to Review and Change)

- All registered clubs in the South England Conference are allowed to participate in the Fair.
- Visiting Clubs from other entities will be allowed to participate at the discretion of the SEC Pathfinder Director.
- Experienced Pathfinder Judges will be nominated by the Clubs and be appointed by the SEC Pathfinder Department for the day.
- Judges will award points for:
 - Proper and neat presentation of dress uniform.
 - Fulfilling various skills exercises according to a required standard, and in an allotted time slot.
 - Execution, as a club, for basic drill formations and commands.
 - Presentation of a well organised and presented craft, hobby or themed booth.

- Overall deportment and sportsmanship of club members, leadership and club supporters
- Clubs will register their participation no later than three months in advance of the Fair. (Unfortunately, due to logistics, no late registration will be accepted).
- Clubs will be required to be in A-Class Dress Uniform for Parade and Drill exercises; and in Club Based Field uniform for skills exercises and booth presentations.
- Club Flags, Banners, and Guidons are allowed to identify your club and should be securely placed in front or side of your club booth.
- Clubs who participate will ensure that all staff to be KCFS trained, DBS checked, their club liability and insurances up to date, and their church boards informed and approve of their club's attendance.
- Registration will be online on Pathfinder Website

EVENTS:

1. SKILLS EVENTS (See Appendix 1)

- i. TRUST-MY-KNOT (*KNOT TYING RELAY*)
- ii. CHARIOT RACE (LASHINGS OF SIX POLES TO CONSTRUCT A CHARIOT)
- iii. FIRE BUILDING (BUILD 2 FIRES – Fires will not be lit)
- iv. FIRST AID (PERFORM BASIC FIRST AID REQUIREMENTS)
- v. SEMAPHORE (MORSE CODE TYPE MESSAGE RELAY WITH FLAGS)
- vi. TENT PITCHING (PITCHING A TWO PERSON TENT CORRECTLY)
- vii. ORIENTEERING (BE ABLE NAVIGATE AND READ A MAP TO A DESTINATION)
- viii. SEARCH AND RESCUE (SIMULATE A SEARCH AND RESCUE EVENT)

2. PATHFINDER DRILLING EVENT (DRILLING COMMANDS) (See Appendix 2)

Be able to execute a minimum number of Basic Drill Commands within a set time frame, in front of a set of dignitaries and live audience.

3. FORMATION AND UNIFORM INSPECTION (See Appendix 3 for Guidelines and Point System)

The Pathfinder Fair also celebrates the value, importance and the pride of the Pathfinder Uniform. Uniform will be inspected for deportment, correctness and at the highest standard. Points will be awarded accordingly and added to overall score.

4. CLUB BOOTHS

Clubs to prepare crafts, etc for swapping, and selling to raise funds.

Each club must aspire to display their booth in the most original, ingenious, skillfull way.

There are three factors the Judges will take into consideration, and they are:

Appearance of the Booth

Its general appearance in relation to logo, attractiveness and appropriateness. Leaders and Pathfinders are to work in partnership to prepare their Booth. Judges will allocate points where Pathfinders participation is present.

Pathfinder's display in the Booth

The displays that bring out the theme of the Fair, in the areas of crafts, hobbies or any other exhibits. The aim is to show the works of the Pathfinders completed within the clubs.

Demonstrations

The manner in which the Pathfinder manages the Booth at the time of being judged, without adult input.

Ideas for Booths in Areas of:

- Arts & Crafts
- Household Arts
- Nature
- Outdoor Industries
- Recreational Pursuits
- Personal Exhibits

Ideas Include:

Group 1 – Collections of Stamps, etc

Group 2 – Nature: Rocks, Shells, Leaves, Flowers

Group 3 - Household Arts: Cooking, Sewing

Club Name	
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CRITERIA	GOLD (10 Points Max)	SILVER (8 Points Max)	BRONZE (5 Points Max)
Neatness			
Attractively Displayed			
Artistic Style			
Organised			
Quality of Workmanship			
Effort			
Number of items displayed (if honour related)			
Teamwork			

GENERAL (REQUIREMENTS)

FAIR DOCUMENTS

- Registration Form
- Insurance
- Staff KCFS Evidence
- Church Board Approval
- Payment
- Fair Schedule
- Pathfinder Medical and Consent Form

CLUB PACKING CHECKLIST

- Unit Guidons (*A guidon is a flag showing the name of each unit. These may be handmade.*)
- Full Dress Uniform (*to be worn Sunday until noon*)
- Field Uniform (*worn after lunch*)
- Club Banner For Grand Parade
- Booth Supplies
- Booth Exhibits
- First Aid Kit
- Change for purchasing/ buying items
- Event items

CLEAN UP

1. Take down Booths and clear area
 - Events Area
 - Signs
 - Resources And Equipment
2. Pick up rubbish and dispose in the bin
3. General clean-up and personal class and club inspection after sites car park
4. Additional Points will be added for Clubs who clean up their area.

APPENDIX 1 (8 pages)

TRUST-MY-KNOT (KNOT TYING RELAY)

- SKILL SET:** Knots learned in Friends to Guide Class
- OBJECTIVE:** Connect a hessian sack or old blanket by tying a relay of 5 pieces of rope with 6 various knots. The whole team then pulls one pathfinder on the blanket/sack to the starting place.
- SIZE OF TEAM:** 6 Pathfinders from each club
- AGE GROUP:** (10-15 years old)
- TIME ALLOWED:** (Until all knots are tied and whole team safely home)
- EQUIPMENT:** Each team must have an old blanket, or hessian sack and 4 pieces of rope each 1.5 metres in length and a 5th 3 metres
- PROCEDURE:** At a signal the first Pathfinder of each team will run to the blanket/ sack, sit down in the middle of it, and tie a **SLIP KNOT** around the one end of the blanket/sack. When the knot is tied, he raises both hands as a signal to the second in line to run forward and tie his rope to Pathfinder number 1, using a **SHEET BEND**. Pathfinder 2 then runs back and touches off Pathfinder 3 in line, who runs forward to tie his rope to that of Pathfinder number 2 using a **SQUARE KNOT**. Pathfinder 3 runs back touching Pathfinder 4 who runs and ties his rope to that of Pathfinder 3 with a **FISHERMANS KNOT**. Pathfinder 4 runs back and touches off Pathfinder 5 who runs forward and ties a **SHEEP SHANK** in the rope of Pathfinder 4 shortening the rope. Pathfinder 5 runs back to touch Pathfinder 6. Pathfinder 6 ties a **BOWLINE** with his own rope around his waist and runs to tie his rope to that of Pathfinder 4 using a **SHEETBEND**. Pathfinder 6 raises his hand and the whole team runs toward him then together pull the joined ropes with Pathfinder 1 on the blanket/sack until the starting line.
- If any knot comes undone during any point in the process, the responsible Pathfinder needs to go back and re-tie the correct knot.
- SCORING:** Points awarded for

Club Name		Team Captain	
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CRITERIA	GOLD (10 Points max)	SILVER (8 Points max)	BRONZE (5 Points max)
Speed,			
Accuracy of Knots			
How well the knot holds			

CHARIOT RACE (LASHINGS OF SIX POLES TO CONSTRUCT A CHARIOT)

- SKILL SET:** Lashings learned in Pathfinders
- OBJECTIVE:** Lash a 'Roman Chariot' in the form of a rectangular trestle frame, and drag a team member on the chariot back to the starting point.
- SIZE OF TEAM:** 3-5 Pathfinders from each club
- AGE GROUP:** (10-15 years old – FRIEND TO GUIDE CLASS)
- TIME ALLOWED:** (Until the whole team finish the race with chariot intact and rider staying aboard)
- EQUIPMENT:** Each team must have 6 round poles of about 1.5 metre in length and about 6 inches in diameter, 9 pieces of rope each 2 metres in length.
- PROCEDURE:** On signal, the team lashes together a "chariot" in the form of a trestle frame, similar to trestles used in bridge building: (See attached Picture)
- Four poles lashed into a square, using **SQUARE LASHINGS** and begin and end with a **CLOVE HITCH**,
 - Fifth and sixth poles lashed diagonally using **DIAGONAL LASHINGS** to opposite sides, beginning and ending with a **CLOVE HITCH**.
 - Tie a 2 metres long rope to the top pole as a 'Rein', using **CLOVE HITCHES**.
- When frame is finished and "reins" attached, two team members pull chariot and a rider down the field around a marker and back.

If any lashing or knot comes undone during any point in the process, the responsible Pathfinder needs to go back and re-tie the correct knot or lashing

SCORING: Points awarded for

Club Name		Team Captain	
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CRITERIA	GOLD (10 Points max)	SILVER (8 Points max)	BRONZE (5 Points max)
Speed,			
Accuracy of Lashings			
How well the chariot holds			
How long the rider stays aboard the chariot			

FIRE BUILDING (BUILD 2 FIRES –)

SKILL SET: Fire Building in Friend to Guide Class (Some may have done it in Advanced Class)

OBJECTIVE: You will be required to build 2 different fires within a specific time.

- One fire will be a fire that you may use to cook food on
- One fire will be a fire that you may use to keep you warm

SIZE OF TEAM: 3-4 Pathfinders from each club

AGE GROUP: (10-15 years old – FRIEND TO GUIDE CLASS)

TIME ALLOWED: 5 minutes

EQUIPMENT: Each team must have necessary materials prepared to build any of the fires below.
Water, fire tray, fire extinguisher,

PROCEDURE: You will be told which fire you are required to build before you begin:

- Log Cabin Fire
- Reflector Fire
- Wigwam/Teepee Fire
- Crane Fire
- Council fire

You will need to choose the correct type of material to use for your specific fire.

You must work as a team

On signal, you may begin your fire build.

For the cooking fires, you will need to simulate a cooking scenario, either boiling, baking or frying

SCORING: Points awarded for

Club Name		Team Captain	
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CRITERIA	GOLD (10 Points max)	SILVER (8 Points max)	BRONZE (5 Points max)
Speed,			
Quality of Build			
Level of Team Work			
The fire stays lit			
The fire serves it purposes			

FIRST AID (PERFORM BASIC FIRST AID REQUIREMENTS)

SKILL SET: Practice First Aid actions learned in Friend to Guide Class

OBJECTIVE: You will be required to:

- Be able to demonstrate DrABC.
- Be able to put someone in the recovery position.
- Be able to apply a broad arm sling.
- Be able to apply a Compression bandage.
- Build a stretcher to carry the patient back to the starting line.

SIZE OF TEAM: 3-4 Pathfinders from each club

AGE GROUP: (10-15 years old – FRIEND TO GUIDE CLASS)

TIME ALLOWED: 10 – 15 minutes

EQUIPMENT: Each team must have the following equipment:

PROCEDURE: On signal one Pathfinder will run from the starting line to the point where the equipment is placed, and lie on his back to simulate a patient. The rest of the team will follow and 1. Demonstrated **Dr ABC**. 2. Place the patient in the **Recovery Position**. 3. Apply a **Broad Arm Sling**. Apply a **Compression Bandage** on the leg of the patient. 5. Build a **Stretcher**. Place the person on the stretcher and carry patient back to the starting line.

Patient and adventurerer

SCORING: Points awarded for

Club Name		Team Captain	
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CRITERIA	GOLD (10 Points max)	SILVER (8 Points max)	BRONZE (5 Points max)
Speed			
Quality of Bandage work			
Level of Teamwork			
Demonstrating DrABC and Recovery Position			
Quality and sturdiness of stretcher			

SEMAPHORE (MORSE CODE TYPE MESSAGE RELAY WITH FLAGS)

- SKILL SET:** Administer Semaphore in an emergency situation
- OBJECTIVE:** You will be required to:
- Send and Receive a message correctly and accurately within an allocated time frame, using semaphore code and semaphore flags.
- SIZE OF TEAM:** 4 Pathfinders from each club
- 1 To Read The Sending Message.
 - 1 To Send The Message.
 - 1 To Receive And Repeat The Message
 - 1 To Write The Received Message
- AGE GROUP:** (10 -15 years old – FRIEND TO GUIDE CLASS)
- TIME ALLOWED:** 5 minutes
- EQUIPMENT:** Each team must have the following equipment:
- 4 Semaphore Flags
 - Pen And Paper
- PROCEDURE:** The Instructor will send a 34-36 letter message to one team member. That team member will signal to the other team member who will then report message to the instructor.
- Example of messages:
1. Go on God’s errand equals I will go today. 34
 2. To enjoy camping, learn the six ways. Be safe. 35
 3. Jesus will soon come. Ready pathfinders. 35
- SCORING:** Points awarded for

Club Name		Team Captain	
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CRITERIA	GOLD (10 <i>Points max</i>)	SILVER (8 <i>Points max</i>)	BRONZE (5 <i>Points max</i>)
The correctness of the message received and			
The time lapse from the sending to the reception of the message to the instructor.			
Teamwork			

TENT PITCHING (PITCHING A TWO PERSON TENT CORRECTLY)

SKILL SET: PITCHING A 3-PERSON IGLOO TENT CORRECTLY

OBJECTIVE: You will be required to:

- Pitch a 3-Person Igloo Tent correctly with in a set time.

SIZE OF TEAM: 5 Pathfinders from each club

AGE GROUP: (10 -15 years old – FRIEND TO GUIDE CLASS)

TIME ALLOWED: The fastest team will get maximum points.

EQUIPMENT: Each team must have the following equipment:

- A Complete 3-person Igloo tent (tent, poles, pegs)
- A mallet

PROCEDURE: Each team should start with the tent properly packed. On signal, they unpack their tents and start pitching. When they are finished setting it up, the captain of the team call for inspection and scoring. Dismantle tent

SCORING: Points awarded for :

Club Name		Team Captain	
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CRITERIA	GOLD (10 Points max)	SILVER (8 Points max)	BRONZE (5 Points max)
Teamwork.			
Tent Pitched Correctly			
Sturdiness of Tent.			
Correctly tied knots.			
Tight guy-lines.			
All pegs accounted for Dismantle of tents and re pack it Tent back in the bag and zipped correctly			

ORIENTEERING

SKILL SET: Reading a Topographical Map and following Orienteering instructions (**SEE APPENDIX 3**)

OBJECTIVE: You will be required to:

- Match map symbols to the correct name
- Record 6-point grid reference and correct magnetic bearings.

SIZE OF TEAM: 5 Pathfinders from each club

AGE GROUP: (10 -15 years old – FRIEND TO GUIDE CLASS)

TIME ALLOWED: 10 minutes

EQUIPMENT: Map, Compass and Worksheets will be provided

PROCEDURE: **Round one – Symbol Relay**
Teams will be given a set of 15 random symbols out of 20. Members will, in turn, run up to the board in which they are given 5 seconds to match one name to a symbol. The aim is to match the symbol to its correct name the fastest. (See Sample Symbols in Appendix 3)

Round two: Grid2Bear
Each team will be given a map with a short route plan. For each check point teams must record a 6-point grid reference and record the magnetic bearings from check point to check point. E.G.

Leg # (Check point)	Map Reference (Grid Reference)		Magnetic Bearing
	Start	Finish	
1	133,366	135,360	177
2	135,360	137,353	182
3	137,353	143,343	157
4	143,343	151,350	59
5	151,350		307

SCORING: Points awarded for

Club Name		Team Captain	
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CRITERIA	GOLD (10 Points max)	SILVER (8 Points max)	BRONZE (5 Points max)
Speed			
For every symbol matched correctly			
For correctly recording each leg's #: Grid reference and Mag Bearing			
Team Work			

SEARCH AND RESCUE

- SKILL SET:** Proper and adequate procedures for Search and Rescue
- OBJECTIVE:** You will be required to:
- Administer proper and adequate procedures for a simulated search and rescue incident.
- SIZE OF TEAM:** 8 Pathfinders from each club
- AGE GROUP:** (10 -15 years old – FRIEND TO GUIDE CLASS)
- TIME ALLOWED:** 20 minutes
- EQUIPMENT:** To be communicated nearer to the time.
- PROCEDURE:** **Possible scenario that your team may face**
 Your team leader has just received notification that there has been a serious incident located in a hard-to-reach area of your wooded community. Several skilled Pathfinders (up to 8) are required to assist in the search and rescue of members of the community. It is likely that this mission will take some time, so adequate food that will have to be prepared onsite for the team needs to be considered, first aid supplies carried and there will be a need to evacuate injured persons possibly by use of a stretcher.
- SCORING:** Points awarded for

Club Name		Team Captain	
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CRITERIA	GOLD (10 Points max)	SILVER (8 Points max)	BRONZE (5 Points max)
Following track and trail signs to a destination.			
Following OS map guidance to a destination using signs, symbols, map and compass.			
Familiarity with relevant communication skills for rescue.			
Acquaintance with relevant knots for use in rescue.			
Acquaintance with relevant first aid skills to protect the person/s being rescued.			
Ability to extract a person to a site of greater safety			
Ability to sustain the Search and Rescue (SAR) team with good nutrients whilst on the mission			
An organisational structure in the team for managing the mission			

APPENDIX 2 (2 pages)

PATHFINDER FAIR DRILL EVENT

DRILL AND MARCH DEMONSTRATION INFORMATION

1. Pathfinders must remain in Full Dress Uniform until after they have finished their Drill and March demonstration.
2. When your club registers, your drill team will be assigned a time for their performance. Be sure to show up a little early. You must be present during the entire drilling demo. You will receive notice when to be in position.
3. When you arrive at the Drill and March area, check in with one of the judges and let them know your team is present and ready.
4. Once called on to perform, do your best. Often there are lots of visitors and they really enjoy seeing Pathfinders working together as a team.
5. When your performance is completed, move quickly off the field so as to make room for the next club.

SKILL SET: Basic Drill Commands

OBJECTIVE: Be able to execute a minimum number of Basic Drill Commands within a set time frame, in front of a set of dignitaries and live audience.

SIZE OF TEAM: The Drill Team must:

1. Consist of Pathfinders, TLTs and/or Master Guides
2. Be registered members of the Pathfinder Club they represent (Club must be officially recognised by the South England Conference)
3. Consist of a minimum of 6 people

AGE GROUP: 10 - ? (Pathfinders, TLTs, Master Guides)

TIME ALLOWED: 4 minutes

EQUIPMENT: Full Dress Uniform; Drill Instructor

PROCEDURE:

1. The routine is to be a rehearsed routine without commands
2. The length of the routine must not exceed 4 minutes
3. Creativity is left to the team, however, the following movements must be included:
 - Attention
 - Stand at Ease
 - Dress Right Dress
 - Salute
 - Left Turn
 - Right Turn
 - About Turn
 - Fall Out
 - Mark Time
 - Forward March
 - About Turn on the March
 - Halt
4. Bonus points will be considered for inclusion of one or more of the following:
 - Changing Direction

- Left/Right Turn on the March
- Breaking into Slow/Quick March

SCORING: Points awarded for

Club Name		Team Captain	
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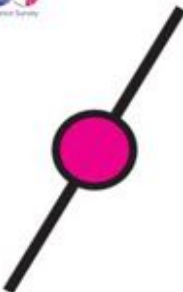
CRITERIA	GOLD (10 Points max)	SILVER (10 Points max)	BRONZE (10 Points max)
Correct commands given by Drill Instructor			
Executing of Commands correctly as a Team			
Teamwork			
Maintaining formation throughout the display.			
Bonus points for the execution of extra commands (No 4 above)			

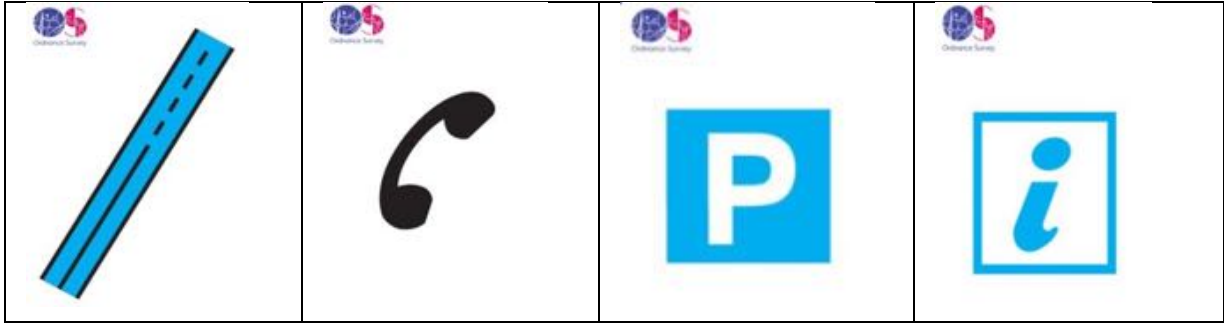
APPENDIX 3 (2 Pages)

PATHFINDER FAIR – ORIENTEERING

Round one – Symbol Relay

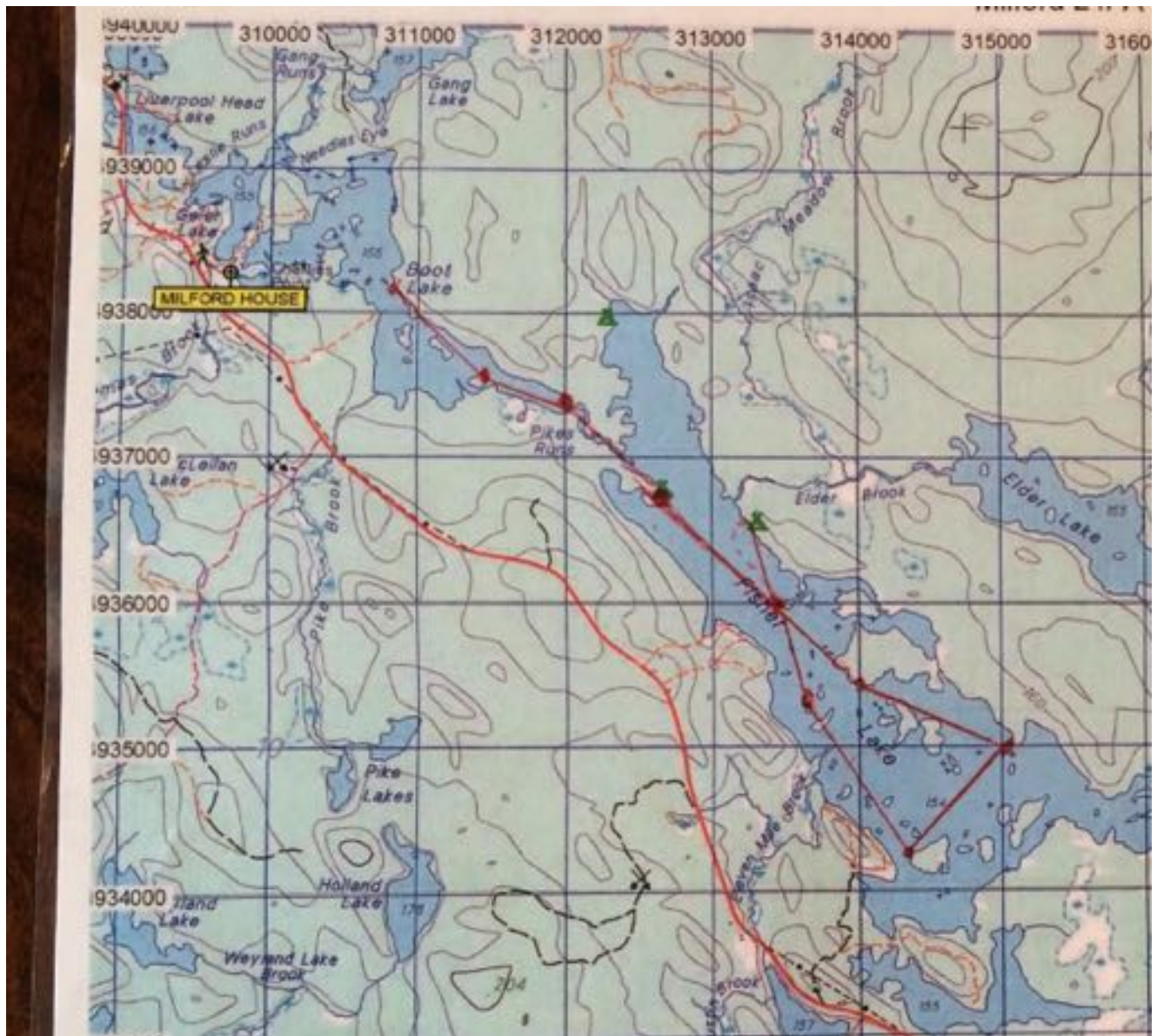
Symbols to learn:

			
			Sch
		PO	
	W Spr		



Round two: Grid2Bear

EXAMPLE OF TOPOGRAPHICAL MAP



APPENDIX 4 (7 Pages)

HOW TO PITCH AN IGLOO TENT.

Building a tent (igloo)

1. **Lay down the tarp.** While most tents don't come with them, it's common to line the campsite with a plastic or vinyl tarp to provide a moisture barrier between the tent and the ground. While not necessary, strictly-speaking, it's recommended to use a camping tarp to keep moisture from leeching into the tent from below. If it rains, you'll be happy you've got this.☺
 - Fold the tarp according to the shape of the tent, but slightly smaller. If there's any risk of rain, you don't want any of the corners sticking out. Don't worry about making it perfect, because you'll be able to tuck them under after you put up the tent.



1.

2

Lay out all the parts of the tent on the tarp. Remove all the components of the tent and inspect them to make sure everything is included and in good working conditions. You won't be able to set up a tent with some broken or missing tent poles, so it's good to take a minute to make sure everything is there. Each tent will be slightly different, depending on the size, style, and brand of the dome tent, but the basic components of newer dome tents should be mostly universal. You'll find:

- The tent itself, which should be made of vinyl, plastic, and other materials, with a zippered opening and opening flaps where the tent poles will be inserted.
- The rain fly, which might look similar to the size and shape of the tent, but without the zippered openings and flaps for the tent poles. This is used to secure over the tent and offer a barrier from the rain, if necessary.
- Tent poles, which are generally connected with bungee chords or other stretchy material to keep them matched, but might not be with older tent poles, which might need to be screwed together. At the very least, there will be at least two and as many as five or six different poles, which will be made of several foot-long segments. You shouldn't need any tools to fix the tent poles together.
- Pegs should be included to fix the tent to the ground, through small flaps at the base of the tent, and possibly on the rain fly. There should be between

four and ten tent Pegs. You might also want to include some kind of small hammer to fix them into the ground.

- Bungee ropes may also be included to fix the rain fly to the poles, or to fix the tent to the Pegs. Each tent will be somewhat different.



1.

3

Connect the tent poles. Put together, the tent poles should be six or ten feet long, snapped, fixed, or screwed together. All tent poles will be put together slightly differently, but most modern tent poles are connected with bungee ties that allow you to just snap them together without much effort. Fix them, so they're all put together, and then lay them on the ground flat.



1.

4

Insert the poles through the tent flaps. Flatten out the tent over the tarp and cross the tent poles over it, where they'll eventually go to make sure you've matched the right pole with the right location. The most basic tents will have to long crossing poles that will form an "X" pattern across the tent, passing through the flaps. When you're sure they're oriented correctly, push the pole through the flaps and leave them flat on the ground. Insert both poles.

- Different tents might have a few different sizes of poles, so you'll have to use your judgment to figure out which goes where, or consult the instructions. This can be the most difficult part of putting a tent together, if you don't have the instructions, but try to hold up the tent to see the basic shape of it, so see where they should go.



1.

5

Raise the tent. Insert the tips of each pole into the eyelets at the end of each corner of the tent, to raise the tent and make it start taking shape. The poles should bend with some force, helping it to stand. It's usually much easier to do with a helper, standing opposite each other and bending each pole in tandem and helping hold it up.

- When you've got the poles staked, you might want to fluff it gently and pull the poles out slightly to let everything settle. Again, all dome tents will be slightly different.



1.

6

Stake (pegs) the tent to the ground. There should be little vinyl hoops or eyelets at each corner and in the center of each side of the tent, which you should use to stake (pegs) the tent to the ground. Push the Peg through and into the ground to secure the tent.

- If you're going to be sleeping in the tent immediately, you may choose to not stake (peg) it, especially if you're in an area with lots of coverage and low wind. If you're going hiking though, or the wind is up, it's usually important to stake (Peg) the tent to the ground so it doesn't blow away.



1.

7

Connect the rain fly. Fit the rain fly over the top of the tent and attach it to the tent. For some tents, the rain fly will be velcroed to the tent poles in different places, but on others it will be attached with bungee cords down to the stakes, stretching gently.

- Some people choose to not put the rain fly on the tent, if they're sure it won't rain while you're camping. Some rain fly tarps will obscure your ability to see out the windows of the tent, which means you might leave it off if you want. It's usually better to be on the safe side, though, and put it on.
- After you've got the tent up, fold the corners of the tarp up and under the tent to make sure it's out of the way. Leaving any of it hanging out will promote water pooling underneath, if rains, so you want to make sure none of the tarp is showing.

APPENDIX 5 (2 PAGES)

TYPES OF FIRES



COUNCIL FIRE

The council fire was used by Native Americans during their meetings (or councils). It is very much like the log cabin fire except that more than two logs are laid on each layer. Be careful not to lay the logs too close to one another. Leave gaps of at least one inch (2.5 cm) between each log to allow air to circulate. Like the log cabin fire, the council fire is very stable, and it falls into itself as it burns, remaining within the fire ring. Unlike the log cabin fire, the council fire lights easily as the main fuel is located directly above the kindling and tinder where convection will carry the flames. This fire is hot, and will make a nice bed of coals for cooking. It also uses a lot of fuel. This fire is sometimes called a pyramid fire as well.



REFLECTOR FIRE

This fire can be used for baking. The fire itself can be of any other form, and is placed in front of the reflector. This fire is also good for getting oneself warm. If you sit (or sleep) between the reflector and the fire, the side of you facing the fire will be warmed directly, while the reflector throws heat to the opposite side. Very toasty.

You will be making the reflector from logs, which means the vertical members should be driven deeply into the ground to support the weight of the horizontal members. You can also use rocks to support them.



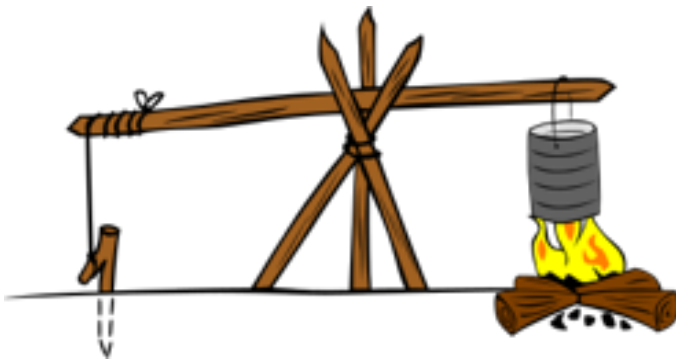
LOG CABIN FIRE

The log cabin is easy to lay, and it is fairly stable as well. It is laid very much like a log cabin (hence the name). It is somewhat difficult to light though, as the fuel is off to the side of the tinder and kindling. When it burns, it falls in on itself, confining itself to the fire ring. It is also easy to add more fuel and maintain a neat orderly fire.



THE TEEPEE (WIGWAM) FIRE

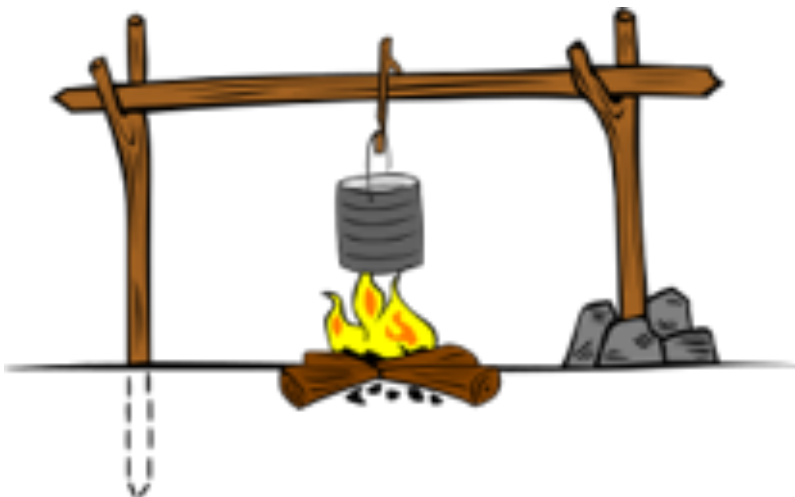
The teepee fire is probably the most recognized campfire. It is somewhat difficult to lay however, as getting the logs to balance against one another can be tricky. Sometimes the log pile will topple and upset the kindling and tinder beneath, and you'll have to start again from scratch. If necessary, you can lash them together at the top with twine (but don't use a synthetic rope such as nylon or polypropylene). Once laid, the teepee fire is very easy to light, as convection will take the flames right to the fuel.



CRANE FIRE

The Crane fire is a type of fire build to support a hanging pot over a fire. You can make the crane in various ways. A long stick with a weight on the back propped over a log or rock will work fine. Feel free to use whatever is handy for propping up a crane. A large rock or two work as well as a log for this crane.

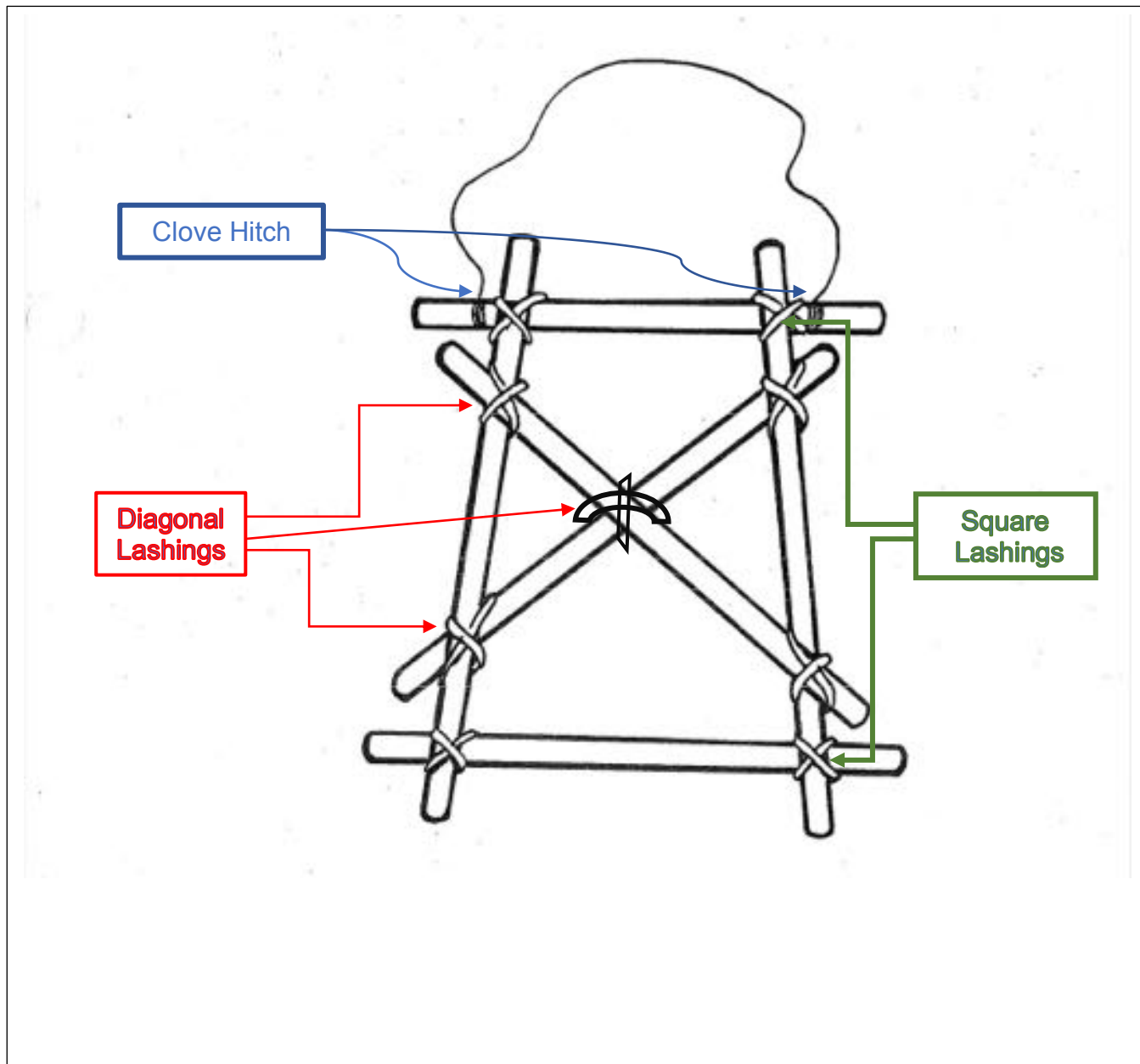
This crane on the left, allows for adjusting the heat of cooking by raising or lowering the cooking pot over the fire. By spiraling the piece of rope around the large stick, you can raise and lower the pot by twisting the stick to wind on more rope, or release more rope. The tripod could also be a forked branch driven into the ground



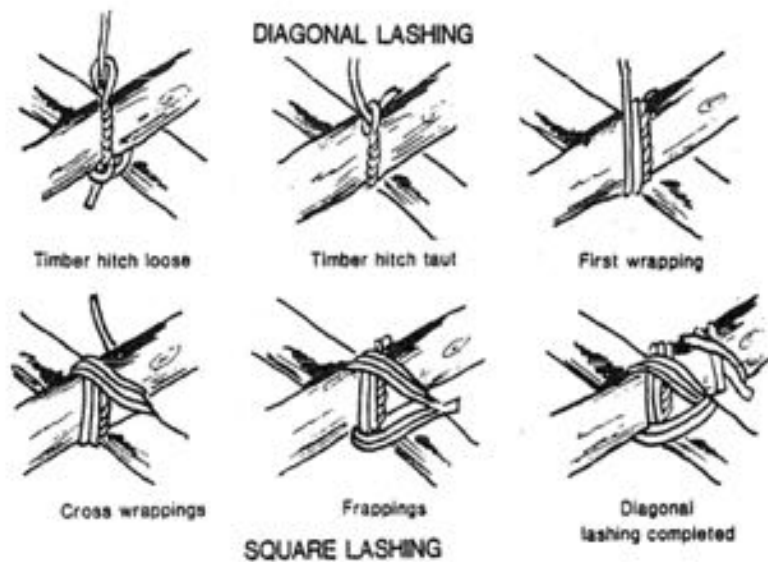
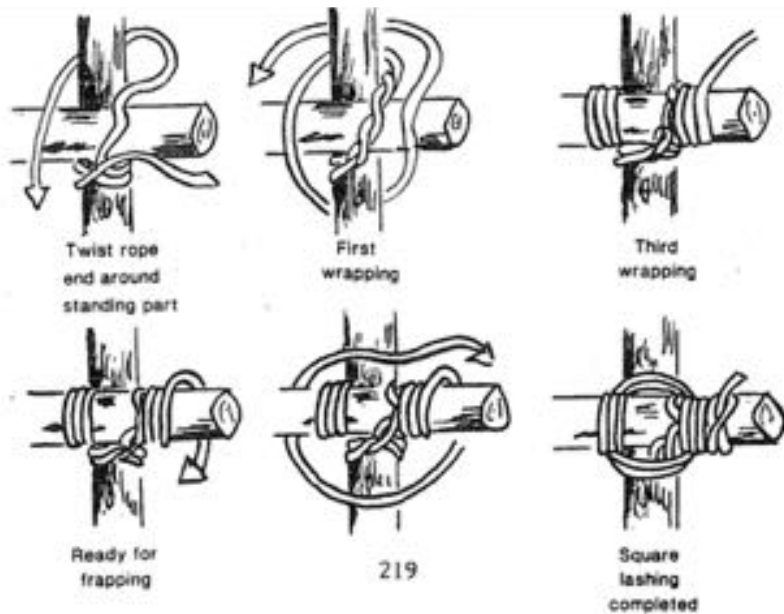
THE DOUBLE SUPPORT CRANE on the left is supported on both sides of the fire. It is a popular choice and provides a stable crane. As seen on the right hand forked branch, use a small pile of rocks to hold the vertical supports where the ground is too hard to drive in a branch.

APPENDIX 6 (2 PAGES)

ROMAN CHARIOT AND LASHINGS INSTRUCTIONS



TIEING A SQUARE LASHING



APPENDIX 7 (8 PAGES)

**PATHFINDER DRESS (A CLASS) UNIFORM
SEC GUIDELINES**

**SEC Pathfinder uniform
(male)**

*Ironed and clean
Shirt tucked into trousers*



**SEC Pathfinder uniform
(female)**

*Ironed and clean
Shirt tucked in to skirt*



**SEC Pathfinder shirt
with insignia on front &
sleeves**

Pathfinder Formal Uniform Insignia Positions



**Pathfinder Insignia
Left Sleeve**

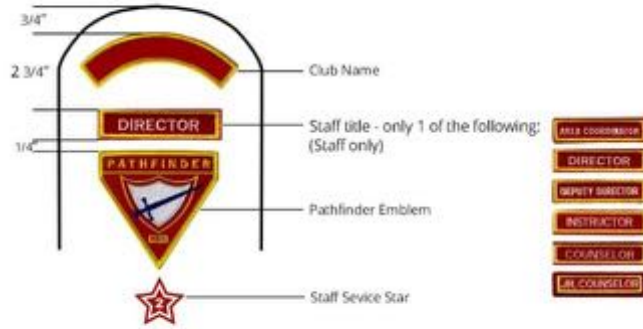
Combination Chevron



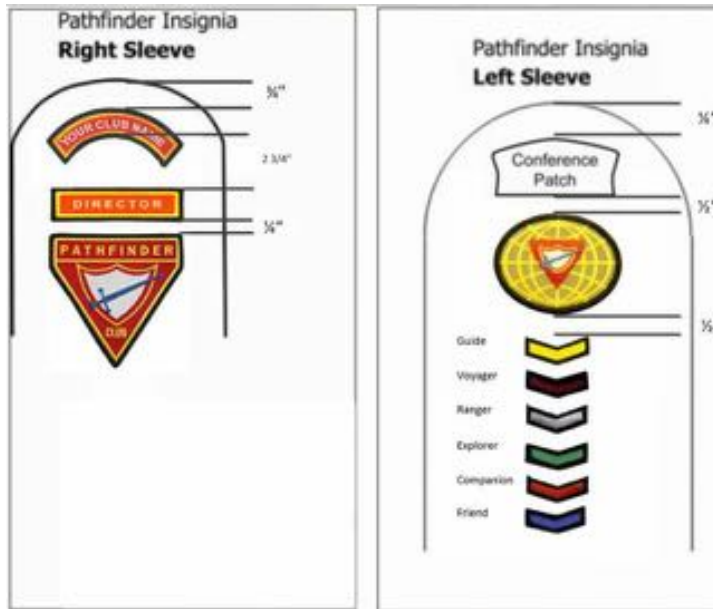
Individual Chevrons



Right Sleeve



Measurements:



**Pathfinder scarf with
pathfinder world
emblem**
Ironed and clean



Pathfinder woggle



Pathfinder tie



**Or female pathfinder
tuxedo tie**



**Black Pathfinder honour
sash with Pathfinder
triangle** (image below) at
base of sash *to be worn
over right shoulder.
The front displays*



honours)



Black beret

*With pathfinder triangle
positioned over left eye
plus correct insignia with
green border*



<p>Correct positioning of beret on head</p>	
<p>Black shoes clean & polished</p>	
<p>Pathfinder belt or black belt</p>	
<p>Black tights & <u>not</u> socks (female)</p>	
<p>Black socks (Male)</p>	
<p>Long hair to be tied at the back in a bun <u>not</u> tied at the top of head Beret to be able to position correct on head Hair <u>should not</u> cover pathfinder scarf, also <u>should not</u> cover pathfinder world emblem)</p>	
<p>Clean fingernails</p>	
<p>No jewellery except wedding band (minus points x1) <i>This is not part of pathfinder uniform</i></p>	

PATHFINDER DRESS (A CLASS) UNIFORM

Points system

	Correctly displayed (√ or X)	Points (1 points each)
SEC Pathfinder uniform (male) SEC Grey Or white shirt SEC Charcoal & Black trousers (if not yet purchased SEC uniform) Ironed and clean Shirt tucked into trousers		
SEC Pathfinder uniform (female) Grey Or White shirt SEC Charcoal or Black Skirt if not yet purchased SEC uniform (Knee Length or Lower) Ironed and clean Shirt tucked into skirt		
SEC Pathfinder shirt with insignia positioned on front <i>(Correct class name with green border)</i>		
Class pins <i>(positioned on left shirt pocket)</i>		
SEC Pathfinder shirt with insignia on <u>right</u> sleeve <i>(Correct pathfinder insignias with green border)</i>		
SEC Pathfinder shirt with insignia on <u>left</u> sleeve <i>(Correct pathfinder insignias with green border)</i>		
Yellow Pathfinder with Pathfinder world emblem If TLT (Red TLT Scarf) <i>Ironed and clean</i>		
Pathfinder woggle <i>(Correct woggle with green borders)</i> If TLT (TLT Woggle)		
Pathfinder Tie		
Or Female Pathfinder Tuxedo tie		
Black Pathfinder honour sash <i>With Pathfinder triangle at base of sash.</i> <i>Sash worn over right shoulder.</i> <i>The front displays honour)</i>		

Optional Black Beret <i>With pathfinder triangle positioned over left eye plus correct insignia with green border</i> <i>Correct positioning of beret on head</i>		
Black Shoes clean & polished Heel height		
Pathfinder belt/black belt or grey		
Black tights & <u>not</u> socks (female)		
Black socks (Male)		
Long hair to be tied at the back in a bun <u>not</u> tied at the top of head Beret to be able to position correct on head Hair <u>should not</u> cover <i>pathfinder scarf</i> , also <u>should not</u> cover <i>pathfinder world emblem</i>)		
Clean fingernails		
No jewellery except wedding band (minus points x1) <i>This is not part of pathfinder uniform</i>		