



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.
4. To socialise and build teams

EXPECTATIONS:

Pathfinder Club members are invited and expected to:

1. Wear Field uniform
2. Bring Hobbies and Crafts to exhibit, exchange and possibly sell to raise funds for their club.
3. Send teams for drill demonstrations
4. 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 Field 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, 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 -10:00: Registration and Preparing Booths
- 10:00 -10:30: Parade, Devotion and Opening Exercises
- 10:30 -11:30: Drill Commands Display AND Whole Group Drill Down
- 11:30 -13:30: Skilled Events (First Aid/ Knots/ Chariot Race/Tent Pitching)
- 11:30 -13:00: Booth Judging
- 13:30 -14:30: Lunch (Bring Own Lunch)
- 14:30 -16:00: Afternoon Skills Events
- Clean Up
- 16:30 -17:30: 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 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

Registration of your Club's participation is required in advance of the fair. (FINAL deadline **29 May 2022**)

Registration and attendance fee: **£20 Per Club**: This Fee will go toward the organisation and logistics of the event.

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 Field 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, attitude and sportsmanship of club members, leadership and club supporters
- Clubs are required to be **FIELD** Uniform for Parade and Drill exercises; and 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)

- TRUST-MY-KNOT (*KNOT TYING RELAY*)
- CHARIOT RACE (LASHINGS OF SIX POLES TO CONSTRUCT A CHARIOT)
- FIRST AID (PERFORM BASIC FIRST AID REQUIREMENTS)
- TENT PITCHING (PITCHING A TWO PERSON TENT CORRECTLY)

2. PATHFINDER DRILLING EVENT (DRILLING COMMANDS) (See Appendix 1)

Be able to execute a minimum number of Basic Drill Commands as part of a Whole Group Drill Down, in front of a set of dignitaries and live audience.

3. FORMATION AND UNIFORM INSPECTION

The Pathfinder Fair also celebrates the value, importance and the pride of the Pathfinder Uniform. Although it is not a requirement to be in Full Dress Uniform, we require the clubs to be in field uniform. A well presented uniform will be inspected for deportment, correctness and 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
- **NO FOOD WILL BE ALLOWED TO BE SOLD**

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

GENERAL NOTES

- We plan to have a **Uniform Shop** at the Fair, which includes:
 - Shirts, Skirts, Trousers
 - Scarfs, Sashes, Woggles, etc
 - Conference Patches, and other General patches
 - Conference Hoodies
- An **SEC Approved Hot Food Stall** will be present in order for anyone to buy lunch:
 - Lunch may include Hotdogs and Chips
 - A possible Ice Cream, Drinks and Crisps Store will be available

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.*)
- Field Uniform
- 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 (5 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 2 of 3 metres each.
- 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 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 Pathfinder 5 who runs forward and ties a **SHEEP SHANK** in his own rope (Pathfinder 5) shortening the rope, then connect his rope with the end of the rope of Pathfinder 4 with a **SQUARE KNOT**. Pathfinder 5 runs back to touch Pathfinder 6. Pathfinder 6 ties a **BOWLINE** with his own rope around his waist and runs to tie the long end of his rope to that of Pathfinder 5 using a **SHEETBEND**. Pathfinder 6 raises his hand and the whole team runs toward him then together pull the joined up 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		
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 in Appendix)
- 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		
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			

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. (See Attach Appendix)
 - 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:
- Triangle Badges (or use Pathfinder Scarves)
 - Compression Bandages and badges to wrap the wound
 - Blanket and 2 x 2metre poles (for stretcher)
- 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.
- 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			

TENT PITCHING (PITCHING A TWO PERSON TENT CORRECTLY)

SKILL SET: PITCHING A 2/3-PERSON IGLOO TENT CORRECTLY

OBJECTIVE: You will be required to:

- Pitch a 2/3-Person Igloo Tent correctly within 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 2/3-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			

PATHFINDER FAIR DRILL EVENT

PATHFINDER FAIR DRILL DOWN

1. After the Opening Ceremony, the clubs will remain in formation.
2. The Drill Instructor will call all teams (as one squad) to order and give instructions to fall in.
3. The whole group will follow the Drill Instructors commands and instructions, as to how the Drill Down will be conducted.
4. The Drill Down will be followed by a Drill Display by the SEC Drill Team.
5. The following Drill Commands your club will need to prepare in order to be ready for the Drill Down event.

SKILL SET: Basic Drill Commands

OBJECTIVE: Be able to execute a minimum number of Basic Drill Commands in front of a 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: Field Uniform

PROCEDURE:

1. The routine is to be a rehearsed routine without commands:
 - Attention
 - Stand at Ease
 - Dress Right Dress
 - Salute
 - Left Turn
 - Right Turn
 - About Turn
 - Changing Direction
 - Left/Right Turn on the March
 - Breaking into Slow/Quick March

SCORING: Points will be awarded for this activity, based on attitude and participation in the drill down.

Club Name	
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CRITERIA	GOLD (10 Points max)	SILVER (10 Points max)	BRONZE (10 Points max)
Executing of Commands correctly as a Team			
Teamwork			
Maintaining formation throughout the display.			

APPENDIX 2 (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.^[4]
- 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.^[5] 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.^[6]
- 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.^[7]



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 two 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.

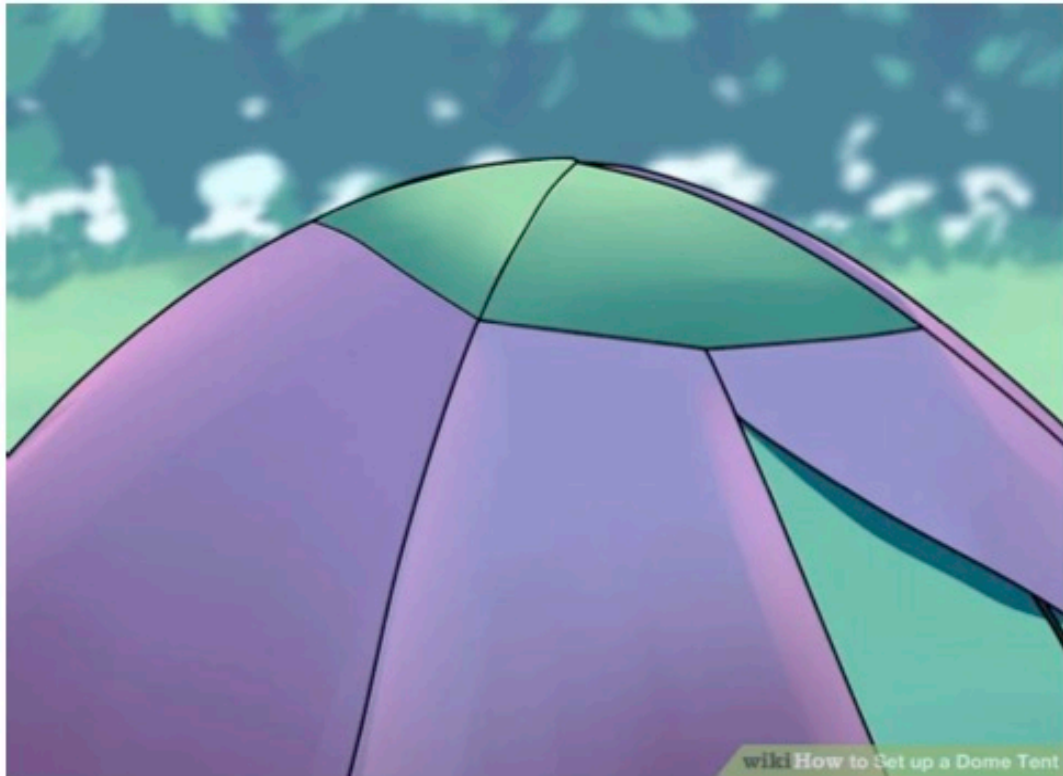


1.

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.

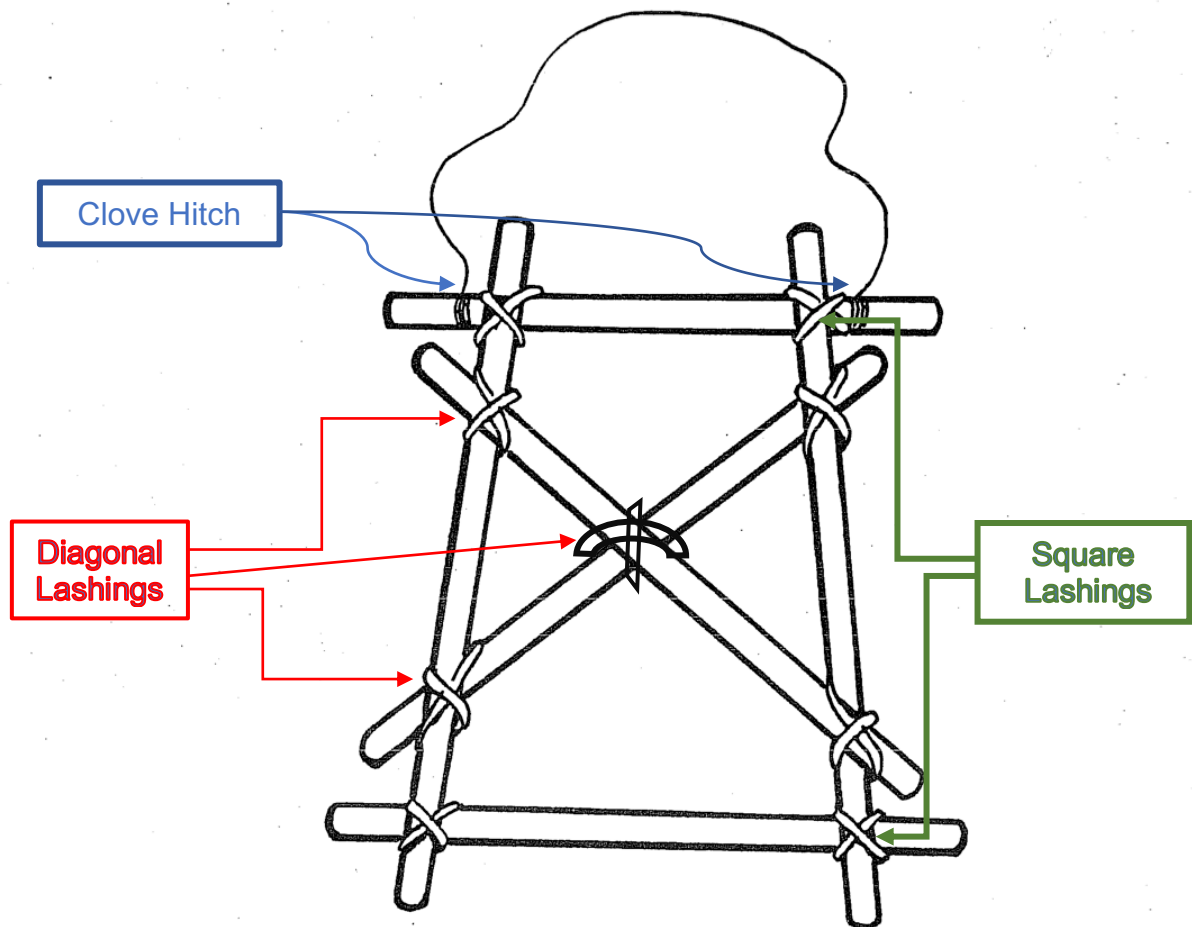
7

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.

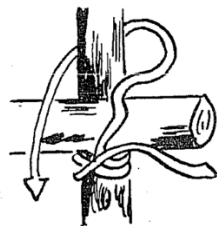
- Some people choose to not put the rain fly on the tent, if they're sure it won't rain while you're camping. Some rain fly tarps will obscure your ability to see out the windows of the tent, which means you might leave it off if you want. It's usually better to be on the safe side, though, and put it 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 3 (2 PAGES)

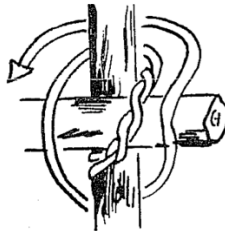
ROMAN CHARIOT AND LASHINGS INSTRUCTIONS



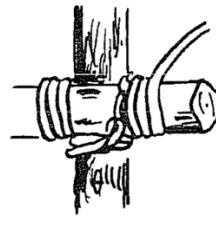
TIEING A SQUARE LASHING



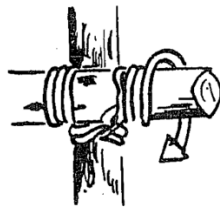
Twist rope
end around
standing part



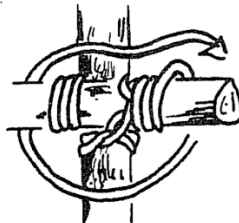
First
wrapping



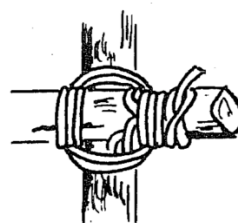
Third
wrapping



Ready for
frapping

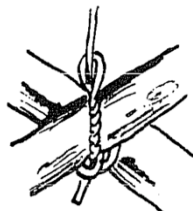


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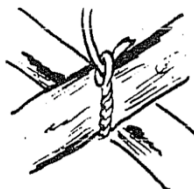


Square
lashing
completed

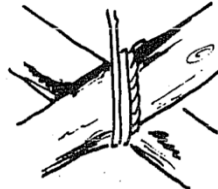
DIAGONAL LASHING



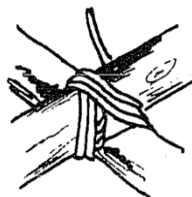
Timber hitch loose



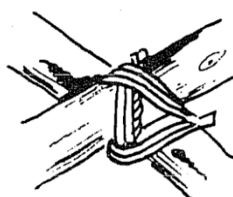
Timber hitch taut



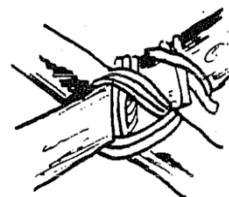
First wrapping



Cross wrappings



Frappings



Diagonal
lashing completed

SQUARE LASHING

APPENDIX 4 (2 Pages)

FIRST AID

The following are some links and instructions on how to prepare for the basic First Aid Event.

- **DrABC**

- Danger
- Response
- Airway
- Breathing
- Circulation

DrABC Video Link from St Johns Ambulance:

<https://youtu.be/ea1RJUOiNfQ>



1 **Danger.** Before approaching the casualty, always make sure the area is safe.



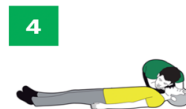
2 **Response.** Check if the casualty is responsive or unresponsive. As you approach them, introduce yourself and ask them questions to see if you can get a response. Kneel next to their chest and gently shake their shoulders, asking, 'What has happened?', 'Open your eyes!'.

- If the casualty opens their eyes, or gives another gesture, they are responsive.
- If they do not respond to you in any way they are unresponsive and should be treated as quickly as possible.



3 **Airway.** Next, you need to check that the airway is open and clear. Open the airway by placing one hand on the forehead to tilt the head back and use two fingers from the other hand to lift the chin.

- If they are unresponsive, you need to move on to **breathing** as quickly as possible.



4 **Breathing.** You now need to check if the casualty is breathing normally. Place your ear above their mouth, looking down their body. Listen for sounds of breathing and see if you can feel their breath on your cheek. Watch to see if their chest moves. Do this for 10 seconds.

- If they are unresponsive and not breathing, you need to call 999/112 for emergency help and start CPR straight away. Ask a helper to find and bring a defibrillator (AED).
- If they are responsive and breathing move on to circulation.



5 **Circulation.** Once you have established they are breathing, look and check for any signs of severe bleeding.

- If they are bleeding severely you will need to control and treat the bleeding by applying direct pressure to the wound. Call 999/112 for emergency help.
- If they are unresponsive and breathing but with no bleeding, put them in the recovery position and call 999/112 for emergency help.

- **Placing Someone in the Recovery Position**

Please see Video Link of Recovery Position:

<https://youtu.be/GmqXqwSV3bo>

- **Making and Applying a Bandage on the Leg**

Please see Video Link of Leg Bandage:

<https://youtu.be/HEBLkyCa40w>

- **Making and Applying a Broad Arm Sling**

Please see Video Link of Applying and making a Broad Arm Sling:

<https://youtu.be/PwfBGkBXkFA>

What to do

1



Ask the casualty to support their arm with their other hand. Gently slide the triangular bandage underneath the arm. The point of the triangle should be underneath the elbow of the injured arm. Bring the top end of the bandage around the back of the neck.

2



Fold the lower end of the bandage up over the forearm to meet the top of the bandage at the shoulder of the injured side.

3



Tie the two ends of the bandage together in a reef knot above their collar bone and tuck in the free ends.

4



Adjust the sling so that it supports their arm all the way to the end of their little finger.

5



Make sure that the edge of the bandage by the elbow is secured by twisting the fabric and tucking it in, or using a safety pin to fasten.

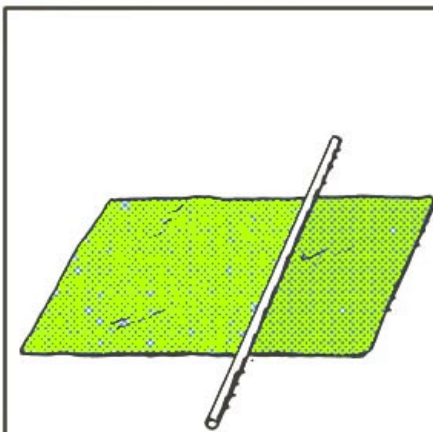
6



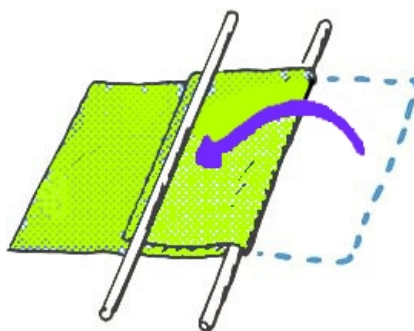
Check the circulation in their fingertips every 10 minutes. Press their nail for 5 seconds until it turns pale, then release to see if the colour returns within 2 seconds.

- **Building a Blanket or Tarp Stretcher.**

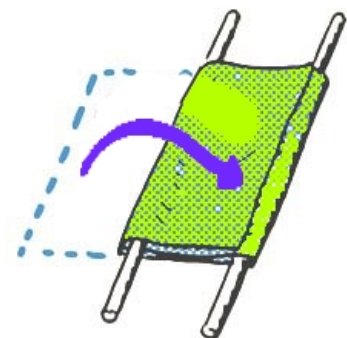
Please see the following video for building a blanket stretcher: <https://youtu.be/J-moJVugril>



Lay down the first pole as shown.



Fold the blanket over and lay the second pole on top.



Fold the left have over the top as shown.