

11TH FIJI MISSION PATHFINDER CAMPOREE

FAIR MANUAL

4TH - 8TH DECEMBER 2018 | VATULA - BURELEVU - RA



JOIN MORE THAN 3500
PATHFINDERS



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WELCOME NOTE



FIJI
MISSION
YOUTH
DIRECTOR

**PR FIFITA
VATULESI**

Bula Vinaka

We are excited to announce the theme for our 2018 Pathfinder Camporee, “Courage to Conquer”. In this new stage, the Youth Ministry is renewing the focus. The objective is the combination of biblical knowledge, recreational and social activities. We are including manual and mental development in the knowledge of the doctrine of the life of David and his impact on the lives of our young people.

The Pathfinder Fair is designed as a fun day for each Club. Each event will reveal the Clubs ability to problem solve, adapt, work together, have fun and achieve. The events are designed so that everyone in the Club, including leaders, to be able to work together to demonstrate their skills

This annual event is the biggest and busiest event in the Pathfinder Calendar. The Fair is primarily a time for parents and friends to see what the Pathfinders have done throughout the year. The day begins with a parade for all the Pathfinders. There will be different events taking place throughout the day; demonstration, participation, food booths, and many other exciting activities as the day progresses.

We would like to invite you to be a part of this great and mighty army of Pathfinders that will merge at Vatula from the 4th -8th of December, 2018.

We wish all clubs the best in all your preparations and may this Fair and its activities, permeate the qualities of David’s courage to conquer.

God bless and see you all at Vatula.

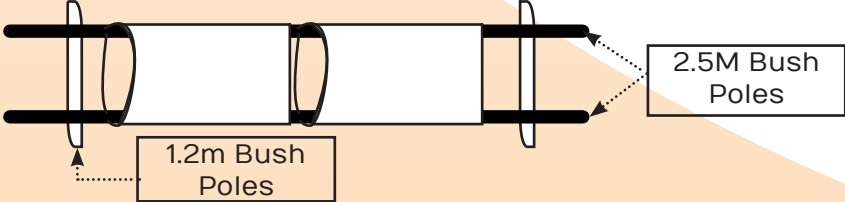
EVENT 1 | DRILL & MARCHING

PARTICIPANTS	9 Pathfinders (but must have at least three ranks of three) from each club.
PROCEDURE	Clubs must furnish the drill master. Each participants must be in full uniform. Drill team will march from starting line to where the judges stand, be presented to judge, then begin demonstration.
<p>The following commands are to be executed before the judges. Command don't have to be given in sequence as listed. NB – All new commands must be executed (circled).</p>	
IN PLACE COMMANDS <ul style="list-style-type: none"> • Dress right dress • Open ranks march • Stand at ease • Close ranks march • Left turn • About turn • Left incline turn • Right incline turn • Present arms • Right Turn • Order Arms • Stand Easy 	MOVING COMMANDS <ul style="list-style-type: none"> • Forward march • Left flank march • Colum right march • Rear march • Column half left march • Right flank march • Column left march • Column half right march • Halt • Dismiss • Left incline turn • Right incline turn
SCORING 15 minutes 16 minutes 17 minutes 18 minutes Entry TOTAL POSSIBLE	40 points 40 points 35 points 30 points 05 points 50 POINTS

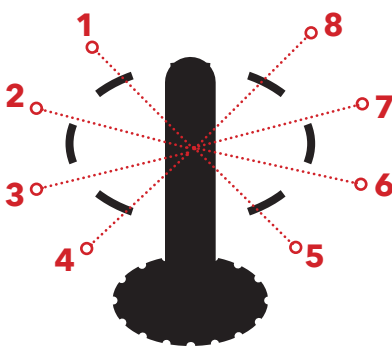
EVENT 2 | BUTTON SEWING

PARTICIPANTS	6 Pathfinders
EQUIPMENT	Buttons (6 x ½” 4 hole buttons) Thread, needle and cloth (provided by club)
PROCEDURE	<p>The 6 pathfinders stand in a line at the starting line. At the signal:</p> <ul style="list-style-type: none"> • Pathfinder 1 runs to the activity line, picks up the needle and threads it, then picks up a button and sews it onto the cloth. The needle must pass through the cloth 6(six) times or three revolutions through each side in a consistent pattern. As soon as he finishes, he knots the eNd of the cotton on the reverse side of the cloth and cuts off the remaining thread, puts down the cloth and the needle, then runs back to the team, tags Pathfinder 2 who follows the same procedure. • Pathfinder 2 runs and tags pathfinder 3 and so on until all six buttons have been sewn onto to the piece of cloth.
SCORING	
10 minutes 30 seconds	40 points
11 minutes 30 seconds	38 points
12 minutes 30 seconds	35 points
13 minutes 30 seconds	30 points
Entry	05 points
TOTAL POSSIBLE	50 POINTS

EVENT 3 | POWER RESCUE

<p>CHALLENGE</p>	<p>To rescue someone who has just been thrown out from a car which collided head on with a stray horse which was not paying attention to where it was going.</p>
<p>PARTICIPANTS</p>	<p>4 Pathfinders(rescuers), 1 pathfinder (rescued victim)</p>
<p>EQUIPMENT REQUIRED</p>	<ul style="list-style-type: none"> • Stretcher poles (see diagram) and suitable ropes for lashings. • Two potato sacks
<p>PROCEDURE</p> <p>At the given signal:</p> <ul style="list-style-type: none"> • Victim runs to the activity areas and becomes unconscious. The victim has a broken limb and other injuries – head, forearm, hand. The victim stops breathing, simulate CPR (2 operators). • Rescuers construct a stretcher. When all is done, safely transport patient to hospital (Run to point A, then return to Point B_ Gently leave patient in front of judge. Run back and join team. <p>STRETCHER</p> 	
<p>SCORING</p> <p>10 minutes lashings First Aid CPR Stretcher Transport Entry TOTAL POSSIBLE</p>	<p>10 points 5 points 10 points 10 points 5 points 5 points 5 points 50 POINTS</p>

EVENT 4 | KNOTTY WHEEL

PARTICIPANTS	8 Pathfinders
EQUIPMENT REQUIRED	8 x 5' rope 1 bush pole 4' long
<p>PROCEDURE</p> <p>8 pathfinders stand in a line at the starting point, each holding a rope. At the starting signal they all run to the pole (already planted 4m away from the judge). The pathfinders run and tie one end of their ropes to the pole using the bowline. They then move away from the pole standing in a circle around the pole, and wait for the judge to come around and tell them, one by one what knot to tie around their waists.</p>	
<div style="display: flex; align-items: center;">  <div style="margin-left: 20px; border: 1px solid black; padding: 5px;"> <p>KNOTS:</p> <ol style="list-style-type: none"> 1. Bowline 2. Clove Hitch 3. Figure of Eight 4. Fishermans Loop 5. Square Knot 6. Timber Hitch 7. Slipknot 8. Two Half Hitches </div> </div>	
<p>As soon as pathfinder 8 finishes, they all move around clockwise winding their ropes around the pole and then they move back <u>anticlockwise</u> until they get back to their original places and sit down, shouting hooray!!.</p>	
SCORING	
10 minutes	30 points
Knots	24 points
Entry	6 points
TOTAL POSSIBLE	60 POINTS

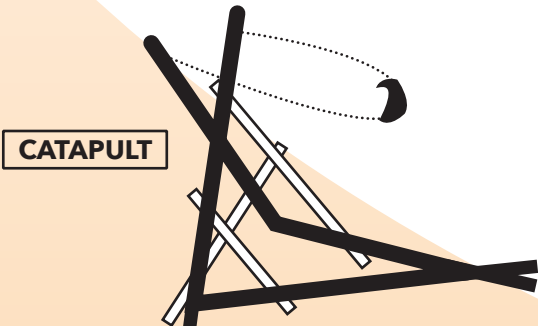
EVENT 5 | PUBLIC SPEAKING

PARTICIPANTS	1 Pathfinder
TOPICS & REFERENCES	<ol style="list-style-type: none"> 1. Entire Consecration (T.4) 2. The Signal of Advance (T.7) 3. A Reformation (T.8) 4. False and Real Hope (Great Hope EGW.)
DESCRIPTION	Speakers will be called to stand during the evening meetings to present their speeches.
PROCEDURE	
<ul style="list-style-type: none"> • Marches up to the front • Takes a salute • Takes a step forward and receives the mike • Takes a step backward and turns to the audience and presents their speeches one at a time • When concludes, takes a step forward, returns the mike, takes a step back, gives a salute, turns about and returns to his/her seat. 	
SCORING	
3 minutes	15 points
Confidence	10 points
Factual	10 points
Expression	5 points
Entry	5 points
TOTAL POSSIBLE	50 POINTS

EVENT 6 | CULTURAL ATEFACTS

PARTICIPANTS	10 Pathfinder
EQUIPMENT	<ul style="list-style-type: none"> • Coconut husk (for magimagi prepared) • Basket (optional) • 1 dreke (voivoi) • Tabua string (voivoi) • Fan (coconut leaves) • Broom (coconut leaves)
DESCRIPTION	<p>MAGIMAGI coconut fibres prepared. - 2 Pathfinders to participate - 1 to weave and the other to roll length - 6 inches</p> <p>BASKET(OPTIONAL) - 1 Pathfinder - 11 leaves on both sides</p> <p>1 IDREKE - 2 Pathfinders - 1 weaves and the other prepares the voivoi. - 6 inches</p> <p>1 TABUA STRING (VOIVOI) - 2 Pathfinders - 1 weaves and the other prepares the voivoi. - 6 inches</p> <p>BROOM - 2 Pathfinders. 1 weaves or ties the sticks around a wooden handle, - 1 prepares the sticks - 100 sticks</p> <p>FAN - 1 Pathfinder - coconut leaves - 2 pieces with 5 leaves each .</p>
PROCEDURE	<ul style="list-style-type: none"> • The participants stand ready at the starting point. • At the sound of the signal, the Pathfinders run, pick up their materials and begin to work. • When finished they lay their craft in front of the judge and then run back and join the team.
SCORING 15 minutes Skill Completed Neatness Entry	20 points 10 points 10 points 5 points 5 points
TOTAL POSSIBLE	50 POINTS

EVENT 7 | POWER PUDDIN

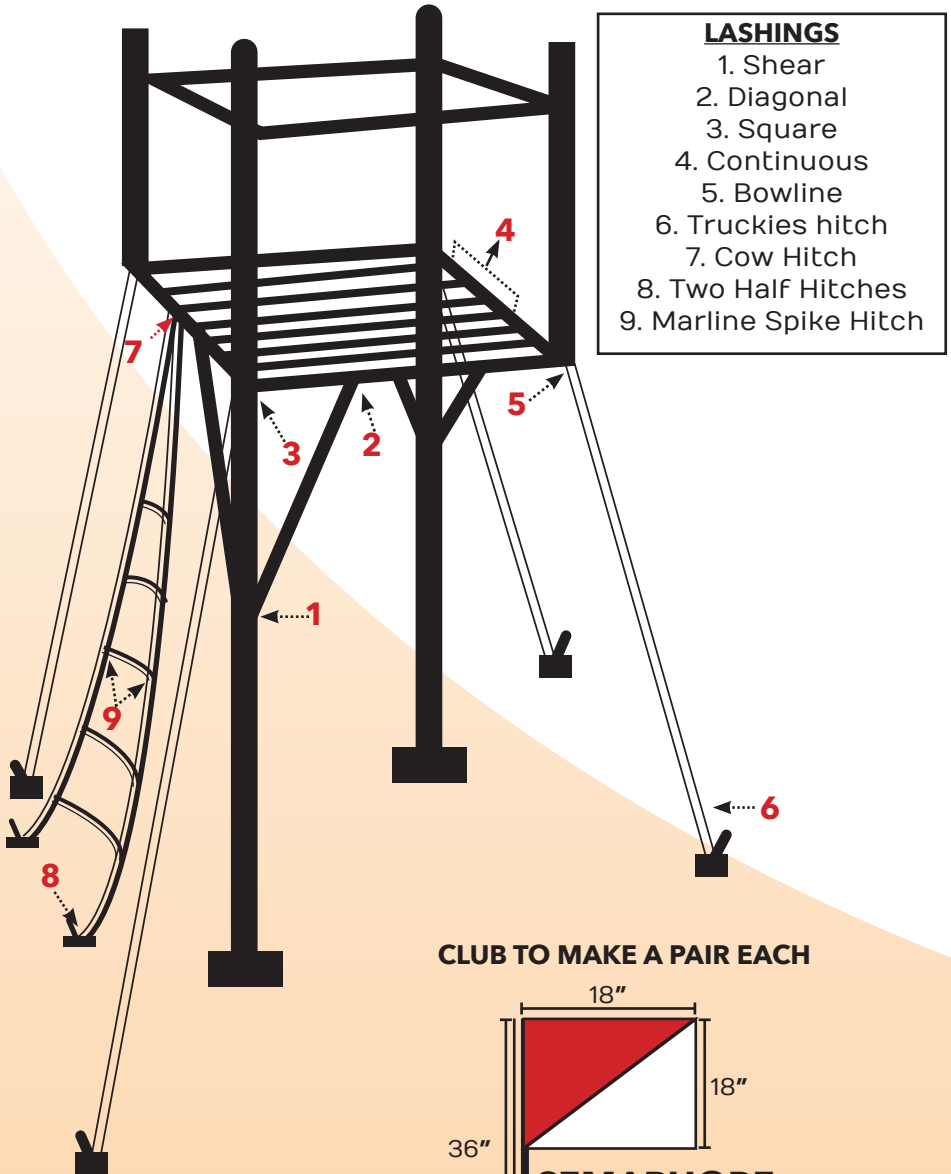
PARTICIPANTS	3 Pathfinders, 1 Counselor
EQUIPMENT	<ul style="list-style-type: none"> • 4 bush poles (2.4m long) • 3 bush poles, (1.2m long) • Rubber band and cradle for the catapult • A volunteer • A parent • Power Puddin – 5 inflated balloons filled with water
CHALLENGE	To manufacture a catapult which propels a power pudding and strikes the ‘volunteer’ who is sitting on a stool 20m away from the launch zone.
PROCEDURE Manufacture the catapult. A cradle for the power pudding and rubbers. The concept is shown in the figure below. <div style="text-align: center; margin-top: 20px;">  </div>	
SCORING 15 minutes – Parent Supporter Hit the target Correct lashing Travels the distance to the volunteer Face & verbal antics while under pressure Entry	20 points 30 points 20 points 10 points 10 points 10 points 100 POINTS
TOTAL POSSIBLE	100 POINTS

EVENT 8 | PLATFORM & FLAG RELAY

PARTICIPANTS	Whole Club
EQUIPMENT	<ul style="list-style-type: none"> • Two 8ft long stout • Spars to hold the platform – 3'x2' • Enough ropes for the lashings • square/diagonal/shear and continuous • ladder/four guy ropes and pegs • 2 flags for the message relay by semaphore signalling
PROCEDURE	<ul style="list-style-type: none"> • At the signal, the whole club moves to the assembly area. • To be successful, the lashings for both the platform supports and also the diagonal bracings and the continuous lashings need to be well made. • The rope ladder is attached before the tower is erected, but it should be pegged to the ground so that it can be climbed easily. • The four main guys should be tightened evenly to prevent the tower from twisting. • When the tower is erected, the two teams – • Signaler climbs up to the platform on the tower • Second team moves to a place 20ft away to receive the message. • The judge gives the message to the signaller before he climbs up to the platform. • The two receivers, 1 to receive the message and the other to record, • When message is received, the recorder takes the message to the judge to determine the score.
SCORING	
20 minutes	50 points
23 minutes	35 points
25 minutes	30 points
30 minutes	20 points
Correct Message	20 points
Knots & Lashings	20 points
Entry	10 points
TOTAL POSSIBLE	100 POINTS























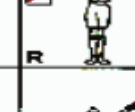











EVENT 8 | PLATFORM & FLAG RELAY

PLATFORM



EVENT 8 | PLATFORM & FLAG RELAY

SEMAPHORE SIGNALLING FLAGS CHART

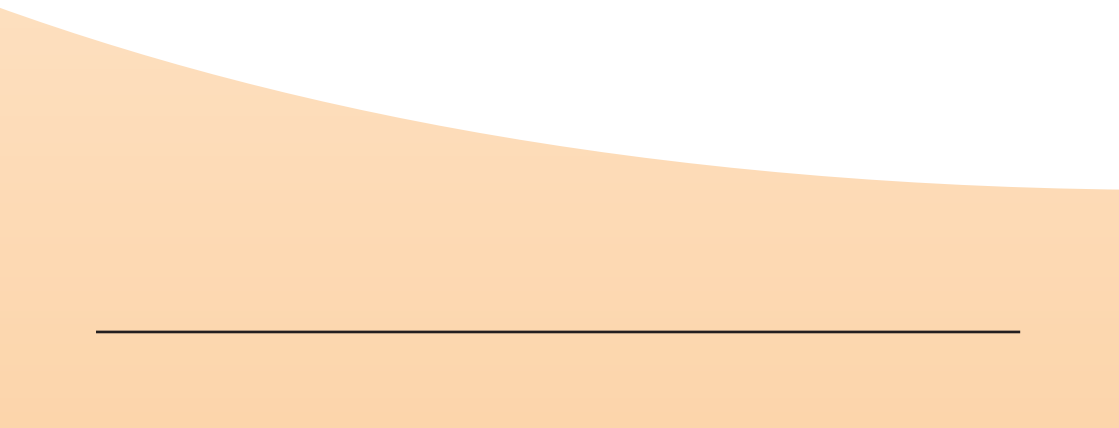
ERROR		REPEAT		
				
A	B	C	D	E
				
F	G	H	I	J
NEGATIVE		PREPARATORY		INTERROGATORY
				
K	L	M	N	O
AFFIRMATIVE		ACKNOWLEDGE		
				
P	Q	R	S	T
				
U	V	W	X	Y
				
Z	ATTENTION		INTERVAL	NUMERALS
				

NB.

- The signal team consists of the 'signalman' and the 'recorder'. When they take their positions, the signalman sends a long series of "A's" to signify that they are ready.
- The receiving team, when it notices, takes its position and sends a long series of "K", meaning it is ready to receive.
- After the signalman makes a complete letter, he comes to the upright position with flags down and watches the receiving team.
- At the end of the message he signals "ARE". The receiver waves back "R" that he has received the message, then takes the message to the judge to determine the score.

EVENT 9 | JUDGES

<p>PARTICIPANTS</p>	<p>Pathfinder Leader to submit name of appointed Judge by the Club through the Intention to Attend Form.</p>
<p>REQUIREMENTS</p>	<p>1 Judge appointed per Club.</p> <ol style="list-style-type: none"> 1. The personnel should be a member of the Ambassador Club or belongs to the age group thereabouts. He or she needs to have sound knowledge of Pathfinder activities and be an active and ardent member of the Youth Ministry. 2. To be available at all training as assigned and facilitated by the facilitators. 3. To be on time and to attend all activities as assigned during the fair.
<p>SCORING</p> <p>Requirements 1 Requirements 2 Requirements 3</p> <p>TOTAL POSSIBLE POINTS</p>	<p>25 points 25 points 50 points</p> <p>100 POINTS</p>



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Adventist Church in Fiji