
Michigan Pathfinder Fair

May 13-15, 2022

North Woods of Camp AuSable - Grayling Michigan



#iwillgopathfinders



Michigan Pathfinder Fair

It is always an exciting time to finish the Pathfinder year with the Michigan Pathfinder Fair.

We are thankful you are bringing your young people to the fair to celebrate and evaluate the progress of Michigan Pathfinder clubs. The Fair provides lasting friendships with other Pathfinders, a closer realization of nature, and a close walk with Jesus. Our 2021/22 theme has been "I Will Go". God has called us to go to our neighbors to tell others about Jesus, and to let our lights shine. He has asked us to be faithful in "Going on God's Errands."

As it is with camporees and fairs, we ask that you create a nice entrance to your camp depicting the theme. We are excited to see what you come up with! The Area Coordinators will vote on the best entrance depicting the theme and the winning club gets the annual SMORE's package - enough goodies for the entire club!

There is **important information in this Fair bulletin**. For you seasoned veterans of the fair, this bulletin has several new items. We encourage you to read this packet carefully.

Thank you for your ministry to Pathfinding. Without you, there is no Pathfinder program in Michigan!

As always,

Tag Jesus!

Pastor Craig Harris

Michigan Pathfinder Director

Pathfinder Fair 2022

Friday Night:

8:00	Evening Meeting: (Pathfinder Bowl, weather permitting) "I Will Go" Message. Pastor Israel Ramos
After Meeting	Directors Meeting
11:00	Quiet Time

Sabbath

7:45	Baptism on other side of the lake
8:00	Flag Raising
8:30	Breakfast
10:00	Site Inspection and Sabbath visit from your Area coordinator
11:15	Parade begins at each clubs site - - Please practice how to pass by review stand and then head to the meeting location
	TLT Investiture
	Master Guide Investiture
	"I Will Go" Message - Pastor Israel Ramos
1:00	Lunch - Free Time
2:30	Honor Focus - Owls (New Honor) - Start in Pavilion
6:15	Supper
7:30	Flag Lowering
8:15	Sundown Vespers - Pastor Israel Ramos (Pathfinder Bowl)
8:53	Sundown
After meeting	Camp Fires at your camp site. (Short 'optional' devotional will be provided to you. (We are asking that you refrain from visiting other sites for the first 45 minutes of the campfires. This gives the clubs the opportunity to have the special quite time needed to make a call.)
11:00	Quiet time

Sunday

7:00	Breakfast
7:45	Flag Raising
8:00	March and Drill
9:00	Pinewood Derby Weigh In
9:30	Sunday Field Activities - Pathfinder Rescue Relay and Fire Starting Challenge
10:45	Pine Wood Derby Run-off
12:00	Simon Says
12:30	Honor Club presentation

Before You Arrive

1. Online Registration: You may register by going to misdayouth.org. You will pay for the number of Pathfinders and staff that are coming with a credit card. A confirmation email will be sent to you with a link to have you enter important camping information like the number of pathfinders, staff, tents, campers, trailers, medical staff, TLT's, Master Guides etc
 - a. You must register before coming
2. Make sure all of your monthly reports are submitted online to the Youth Department by May 9. You may send your May report in early.
3. Communicate to all of your staff that there is to be NO TRAFFIC in the camping area during fair. This is for the safety of the Pathfinders. Thank you for helping us with this important matter.
4. Remind Pathfinders to bring their full dress uniform. Girls are allowed to wear black slacks or a skirt at the Fair.
5. Remind your staff that no dogs or pets of any kind are allowed in the Northwoods for our events.
6. Create a nice entrance to your campsite depicting the theme "I Will Go".
7. Send in all of the required TLT investiture information by noon May 9.
8. Your site assignment will be emailed to you

When You Arrive

1. Proceed to your assigned camp site.
2. Pitch camp in your assigned site.
3. Director should "check-in" in the Pathfinder Pavilion when you are able. Payments should have already been handled before hand.
4. Remind your Pathfinders of the Sabbath. We encourage you to use this time as a good teaching moment for the sanctity of the Sabbath hours. We also encourage you to keep the Pathfinders from playing football, soccer or other non-Sabbath activities either in your campsite or the main activity field.

When You Leave

1. Please make sure there is no fire in the fire pit. Please douse the fire with water until there is no doubt it is out.
2. Have your Pathfinder Team comb the entire camp site picking up the littlest piece of paper or trash and throw in trash bag.
3. Dispose of trash bag in the dumpster on your way out.
4. Have a great trip home.

Fair Guidelines

The mission of the Fair is to celebrate the many accomplishments your club has done and to evaluate the current state of the Michigan Pathfinder program under the direction of the Holy Spirit. Our focus will always be on God's nature, God's word and God's mission.

With this mission in mind:

General

1. We have created a schedule this is a bit lighter on its feet so you can have more time with your club at your camp site. We hope this will help you in teaching and building of the lasting friendships Pathfindering offers.
2. We have a designated medical team at the Fair this year. Details will be posted at "Headquarters" and at the Information shelter.
3. Club Directors are requested to have your club sit together with their counselors at the programs. There will be no assigned seating areas. Clubs are responsible for all Pathfinders at all times. All Units are to have a designated counselor with their unit.
4. Encourage your Pathfinders to refrain from bringing their phones, mp3 players, or other electronic devices to camporee. Thank you for encouraging them to have the joy of the fair and God's leading without these distractions.
5. Thank you for participating in all of the fair activities
6. Thank you for respecting other clubs and guard carefully the Quiet Time.

At the Campsite

7. All fires must have a shovel, and a bucket of water near the fire pit. For obvious reasons.
8. Each campsite should have a useful First Aid Kit. See below for First Aid Kit suggestions.
9. One open fire per campsite only
10. **Sorry, Pets are not permitted at the camporee. If you bring a pet, we will kindly ask you to take it to a local boarding house.** We have had a dog attack in the North woods.
11. A couple of local Dog boarding house numbers:
 - a. Pet Parlor - 1584 W Houghton Lake Dr, Prudenville, MI 48651 (989) 366-7500
 - b. Northern Trails Quality Pet - 5951 Glenwood Ct, Grayling, MI 49738 (989) 344-9999
12. Camping is permitted in designated areas only.
13. Thank you for parking your cars in the designated parking areas only. No cars are to be at the campsite.

Dress Guidelines

We have modified the dress code at the camporee/fair to be as follows:

14. Modesty is the rule. No tank tops, low neck lines, or any clothing that allows undergarments to show is tolerated. (This includes boys pants riding low). This policy is for the entire North Wood's camp including the club's campsite.

15. We encourage clubs to wear their field uniforms Sabbath Afternoon and Sunday. (Realizing that many Pathfinders have only one field uniform shirt.)

16. Sabbath morning and March and Drill dress is full dress uniform for all Pathfinders and Pathfinder staff. TLT's are full dress uniform.

Girls are allowed to wear black slacks or a skirt for full dress at any Pathfinder event in the North woods.

17. The Fair field uniform includes knee length shorts. No other length of shorts is acceptable. (Thank you for making sure these guidelines are followed.)

18. The North American Division Pathfinder Department has directed each conference to NOT ALLOW any type of army fatigues, or camouflage wear, to be worn at any Pathfinder Event in North America. The Michigan Conference will abide by this guideline. Thank you for your cooperation in not wearing these types of clothing.

Bathrooms and Water Pumps

19. The bathrooms are not garbage cans. So please do not throw diapers, dirty undergarments, shirts, hats, cans, bottles or anything else into the tanks.

20. Please keep the lids closed when done using the stool. It helps with ventilation.

21. Please wash your dishes, hair and teeth at your campsite NOT at the water pumps. The water pumps are to be used for gathering drinking water only.

Events

22. We encourage you to have fun and march your group to and from meetings. Perhaps create a marching song just for your club.

23. We encourage each club to take in at least one Flag raising/lowering during the camporee.

Garbage and Trash

24. Campsites are to be kept clean, and all garbage and trash are to be put in the designated place near campsite two. Thank you for your help.

Firewood

25. Dead trees may be cut up and used for firewood. Thank you for being kind to our live trees and let them live! Please neatly stack the firewood by a nearby tree on the edge of the site when you leave.

Parking and Vehicle Traffic

26. No vehicles are to be left in the campsite. This clutters the campsite and campground. We want the camp to look nice so others can see your decorated camp entrance, etc. Vehicles are to be parked in the designated parking areas only.

NOTE: Only those vehicles parked in the large lot near the entrance are allowed to leave for town.

Vehicles parked in the parking areas within the campground must stay parked until Sunday morning.

- a. We understand the need to get the vehicles in and packed on Sunday so we plan to open the gates around 9am.
- b. Please respect the camporee safety rule of having **NO VEHICLE TRAFFIC ON THE CAMPGROUND**. The only exceptions are for medical emergencies. Please do not ask the Area Coordinator they will say no. The Conference Director or the Camporee Safety Director will give the ok to move a vehicle. ***This rule is not unreasonable, it is for safety concerns of having over 1,000 people walking/running on the roads.***

March and Drill Judging

March and Drill Judging

March and Drill will be happening Sunday morning. You may have a basic AND fancy drill team if you wish. March and Drill is VOLUNTARY. No points are rewarded for participating

Please provide the following to the Area Coordinator assigned to your space when it is your turn to march.

1. Three copies of the march and drill commands your club will be performing. Please have your club name on the paper.

We continue to use the same judging criteria voted by the Michigan Pathfinder Council in 2007.

We have included the judging criteria in this document for both Basic and Fancy drill. You may also find it on our website at all time by going to: misdayouth.org/pathfinders and scrolling down to the Fair Activities section at the bottom of the website.

BASIC DRILL JUDGING RULES FOR PATHFINDER FAIR

Objective: To have consistent judging and to train our Pathfinders to follow instructions and personal control (discipline).

Instructions: There are twenty points possible. There are nineteen points for the basic drill commands and their execution and one point for giving commands correctly. In order to be consistent in judging the following must be observed: 1) A mistake by any Pathfinder or the drillmaster will result in 0 points for that item (i.e. Parade Rest) means 0 points for Parade Rest. 2) No exceptions to item #1. Judges should report their results separately unless one of them has questions. The judges must turn in their filled out score sheets with their name and the clubs name to the designated person.

One point per item for a possibility of 20. The number of points will be multiplied by five. Teams with 90 points will receive a first place, 80 points a second place, and the rest third place.

1. Cannot receive first place if one of the following is not complete:
 - a. Provide three (3) copies of basic drill routines in order.
 - b. Complete uniforms including scarf, sash, and dark shoes (See Note).
 - c. Time limit 4 minutes or less to complete the basic drill routines.
2. **Basic Drill Items:**
 - a. Attention Eyes straight ahead, CUPPED hands at their sides at the seams and feet at a forty-five degree angle.
 - b. Parade Rest Hands just above the waist with palms out and thumbs interlocked and fingers straight, and right hand over left, eyes straight ahead, and feet about a foot apart.
 - c. Stand at Ease Look for eye and head movement as the drillmaster moves from side to side. The eyes must follow the drillmaster. Points are deducted if the drillmaster does not move so the head and eyes can follow him.
 - d. Dress right dress The person on the right flank looks straight ahead extending only the left arm while the others look to the right extending their left arm. All pathfinders should have their left arm extended except the one on the left, whose arm is at the side.
 - e. Prayer Attention The Pathfinders take a parade rest position followed by bowing their heads.
 - f. Present Arms The right hand moves smartly to just above the right eye with the arm and wrist straight and the palm and back of the hand NOT visible. Eyes straight ahead and left hand cupped at the seam. If the Pathfinder is wearing glasses, the right hand should be just above the rim of the glasses.
 - g. Order Arms Deduct points if they slap their sides, which is indicated by a noise of any kind.
 - h. Right and Left face Look for heel and toe while making the turn. While making the turn, the arms should remain at their sides without swinging. For right turn, the right toe comes up while they push with the left toe and the reverse is true for the left face. Head should remain straight and hands are at their sides.
 - i. About Face The right foot must move back of the left and the turn completed without the arms swinging. Watch for turns being on the balls of both feet.

- j. Mark Time Start with left foot and everyone in step with the arms moving smoothly forward and back with the elbows bent slightly.
- k. Forward March Step off with the left foot at the same time.
- l. Right and Left Flank Everyone turns at the same time and the lines are straight. The command of execution is given on the right foot for the right flank and the left foot for the left flank. The Pathfinders eyes must be straight ahead and their arms moving smoothly back and fourth.
- m. Column Right and Left The Pathfinders must be in a straight line and when the command for a column right is given, it is given on the right foot. The lead Pathfinder extends their left foot, pivots on the balls of both feet and steps off with their right foot and takes up the half step until the left flank Pathfinder is abreast followed by 24 inch step. See the Pathfinder Manual for details for the front 2, 3, and 4 Pathfinder. The reverse is true for column left. Each Pathfinder must turn where the Pathfinder ahead of them pivots.
- n. To the Rear March The command of execution is given on the right foot. All Pathfinders must turn at the same time and turn to the right.
- o. Halt At the command halt, each Pathfinder takes one step and brings the other foot up to the side of the other. Look for everyone stopping at the same time, line straightness, cupped hands and eyes straight ahead.
- p. Fall Out Pathfinders do an about face and take one step before going back to their units.

Voted: 5-2-02

Revised: 4/07

FANCY DRILL JUDGING RULES FOR PATHFINDER FAIR

Objective: To have consistent judging and to train our Pathfinders to follow instructions and personal control (discipline).

Instructions: You have been chosen to judge fancy drill. This is a very difficult task since it is largely subjective. Item 1 must be complied with in order for the team to be CONSIDERED for first place. We are to judge on overall appearance 20% (complete Class A uniforms and uniformity of extras), proper execution of the list provided (keep track of the number of mistakes 50%), and originality and presentation 30% and the demonstration is four minutes or greater and five minutes or less. Judges should report their results separately unless one of them has a question. The results will be an average of all three to five judges. Fill out score card with your name and club name and turn in to designated person.

Teams with 90 points are first place, 80 points for second place, and the rest third place.

1. Cannot receive first place if one of the following is not complete:
 - a. Following the Pathfinder Fair Drill Demonstration instructions.
 - b. Complete uniforms including scarf, sash, and dark shoes.
Items 2, 3 and 4
 - c. Time limit between 4 and 5 minutes
2. Perform four of the following drill routines:
 - a. Backward March
 - b. To Winds
 - c. Counter March
 - d. Squad-Units or Files Flank March
 - e. Halves to the Rear March
 - f. Columns to Winds
 - g. Counter Form
 - h. Squads Halt
3. Close and normal intervals
4. Other Commands to include:
 - a. Right and Left Oblique
 - b. Right and Left Flank
 - c. Right and Left column
 - d. Attention
 - e. Salute
 - f. Forward March
 - g. Double Time March
 - h. Fall Out

Voted: 5-2-02

Revised: 4/07

Camp Site Inspection

1. We will have a formal inspection on Sabbath morning at 10 am.
2. The Camp Site inspection will begin at 10:00 where Area Coordinators will do a walk thru checking out the proper layout of the camp site, inspect the kids uniforms and neatness of tents. This is a formal inspection, but relax and have a great time as it happens. The Coordinators are great people!
3. Please see the inspection form below showing the types of items the Area Coordinators will be checking as they visit your camp site. ***Points are applied towards the 200 club.***
4. A few tips.
 - The Area coordinator will stand at your entrance and say they are ready to inspect your club.
 - You then will call your club to attention - usually each unit will stand at attention by their tent.
 - Club director walks to the entrance and salutes the Area Coordinator when your club is ready for inspection.
 - The coordinator will talk to the pathfinders and inspect the tent inside and out. (See what they will be looking for on the enclosed Pathfinder Inspection Sheet)
 - The coordinator will continue through all of the tents then progress to the kitchen area, fire area, etc.
 - It's pretty simple and easy. It is a formal inspection, but please relax and have the kids have a great time too!
 - The general rule is - if you are uptight, they will be as well!
 - Once the inspection is complete, you will stay at your site preparing for the parade to the Pathfinder Pavilion. An area coordinator will dismiss your club.
 - See the Inspection Sheet Below

MICHIGAN CAMPSITE INSPECTION



Club Name		Campsite #	
Director:	Inspector		

		POSS	PTS
Campsite	Club name posted at the front entrance of camping area	1	
	Club entrance indicated the theme of the event?	1	
	Flags at the front of camping area (USA on the right as you face the entrance from the road)	1	
	Signs indicating Club director tent and first aid area	1	
	Parent permission slips are easily accessible in the camp	1	
	First Aid kit available, well equipped	1	
	Vehicles are not in camp site (unless approved by Area Coordinator)	1	
	Five gallon open bucket filled with water next to fire	1	
	Shovel nearby to help with fire	1	
	Special Feature	1	
Tents	Tents positioned in rows (all front edges in a line)	1	
	Sleeping bags smooth and laid out in rows	1	
	Clothing and shoes arranged neatly inside of tent,	1	
	Bible on pillow, next to flashlight	1	
	Tent ropes tight and properly tied	1	
	Area around the tent clean and neat	1	
Cooking Area	Kitchen area neat and clean	1	
	Food/utensils stored appropriately to keep animal/ insect free	1	
	Trash in proper containers	1	
	Menu posted where all can read	1	
	Camp duties posted in food area	1	
	Camp schedule posted in food area	1	
	Fire extinguisher in cooking area, reachable, up to date	1	
Total Points		23	

17-23 = 20 pts, The rest on straight point value.

Fair Checklist

REMINDER: Cooking may be done on kerosene, white gas/propane stoves or over fire.
Only One Campfire is permitted for each club.

Camping Equipment

Pathfinder Flag*	Tent or shelter halves
American Flag*	Lanterns
Pathfinder Guidons*	Shovel*
Axes (Hatchets)	Store Tent for Supplies
Cooking Stove	Drinking Water Containers
Cooking Pots & Pans	Utensils for Eating
Fire Extinguisher*	Canvas or Tarp to sit on at the church bowl
Water Bucket (1 for the club fire)	

Sanitation

First Aid Kit*	Scouring Materials
Water Pails	Chemical Disinfectant for Dishes
Food Storage Boxes	Dish Pan & Soap
Icebox	Dish Cloth & Towels

Individual Needs

Insect Repellent	Pathfinder Full Dress Uniform*
Canteen (optional)	Pathfinder Field Uniform*
Towel/Wash Cloth	Bible & Sabbath School Quarterly
Comb/brush	Flashlight
Change of Clothing	Sleeping Bag, Pillow Blankets
Jeans or Slacks	Utensils for Eating
Warm Jacket	Waterproof Ground Cloth
Raincoat & Hat	Camera (optional)

* = Required Items

First Aid Kit

Most clubs will purchase a good first Aid Kit, which is acceptable. Just in case you haven't, here is a list of the essential and recommended items for your kit:

Essential Items

- Ace Bandages (2" and 4" wide)

- Sling

- Triangle Bandage

- Adhesive Bandages (Band Aids) one inch wide

- Adhesive Bandages (Band Aids) two inches wide

- Disinfectant - Hydrogen Peroxide is good

- Tape and Gauze bandages

- Gloves

- Instant Cold Pack

Recommended Items

- CPR Mask or resuscitation mask

- Finger Splint

- Cortaid for insect bites

This is just a starter kit. You may wish to add other items you feel your club may need.

Sunday Fair Activities

First Activity - PATHFINDER RESCUE RELAY

Materials: Each club will provide:

- Eight 3-foot x 1/4-inch braided nylon ropes,
- One cardboard square at least 2-feet x 2-feet (no larger than 3x3 feet)
- Gloves for the Pathfinders to pull once the knots are tied

Activity

1. The 8 Pathfinders stand behind a line with their eight 3-foot ropes
2. Pathfinder 9 is sitting on the cardboard square 12 feet away. They must remain on the cardboard during the entire activity.
3. On signal, Pathfinder 1 will tie rope 1 and rope 2 together with sheet bend.
4. Once step 3 is completed, Pathfinder 2 will tie rope 2 to rope 3 with a slippery sheet bend.
5. Once step 4 is completed, Pathfinder 3 will tie rope number 3 and rope 4 with a square knot. 6. Once step 5 is completed, Pathfinder 4 will tie a bowline in rope number 4
7. Once step 6 is completed, Pathfinder 5 ties rope 5 to the bowline of rope 4 with a sheet bend 8. Once step 7 is completed, Pathfinder 6 ties rope 6 to rope 5 with a slippery sheet bend
9. Once step 8 is completed, Pathfinder 7 ties rope 7 to rope 6 with a square knot
10. Once step 9 is completed, Pathfinder 8 ties rope 8 to rope 7 with a sheet bend

(If you do not have enough Pathfinders, use what you have and rotate Pathfinders in tying knots.)

11. As soon as they've joined the eight cords together, pathfinder 1 coils the long line while standing behind their line on ground and throws one end to their "12 feet away seated on cardboard" pathfinder 9. If Pathfinder 9 cannot reach the rope from remaining seated on the cardboard, the rope must be gathered back and Pathfinder 2 coils the rope and tosses to Pathfinder 9 (Seated). This process will continue through all Pathfinders until Pathfinder 9 can grab hold of the line while seated on their cardboard square.

12. Pathfinder 9 then ties a bowline around their waist. Once this is done, Pathfinder 1-8 (With gloves) pitch in to pull Pathfinder 9 over the line, as they hold on to the cardboard square with both hands. If Pathfinder 9 falls off the cardboard or touch the ground with their hands, Pathfinder 9 must stop and go back to the 12ft line and the team pulls again.

– Scoring:

1-3 Minutes - First Place 4-5 Minutes - Second Place 5+ minutes - Third place

There are several knot tying guides and videos online...Here are a few suggestions for our specific knots:

Sheet Bend - <https://www.animatedknots.com/sheet-bend-knot>

Slippery Sheet Bend - Youtube - Learn How To Tie A Slippery Sheet Bend Knot Square Knot - <https://www.animatedknots.com/square-knot>

Bowline - <https://www.animatedknots.com/bowline-knot>

Second Activity - Fire Starting Challenge

- Flint and steel,
- Starter tinder (leaves or natural material only - (NO cotton balls, dryer lint or anything soaked in vaseline, etc) - Shovel and bucket full of water

Provided items:

- Kindling
- Firewood
- Base to build in - Target string.

Activity

1. On signal, The timer starts the timer. Three Pathfinders run from starting line to the fire building station.
2. Using Flint and steel, and the starter tinder, the Pathfinders start a fire and build it higher with the kindling and firewood, enough to burn the string that is 12 inches high over the fire building station.
3. Once the string is burned. Timer stops the timer.
4. Pathfinders clean up their fire by putting it out completely.

Scoring:

String burned under 5 minutes - First Place
5-7 Minutes - Second Place
7+ minutes - Third place

