
Michigan Pathfinder Fair

May 15-17, 2026

North Woods of Camp AuSable - Grayling Michigan



#holdthefortmichigan



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 25/26 theme has been "Hold the Fort." God has told us to remain strong and treat people on earth like He did until He comes again.

As with all our camporees and Fairs, we ask that you provide a creative entrance to your site 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!

Post the pictures on social media and with the hashtag: #holdthefortmichigan.

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.


A reminder that we strongly encourage you to make a call around the campfire on Saturday night. We will not be making a call for baptism from the front but are asking that you do this as you are the closest to them. A short worship thought and a call you can read is included in this bulletin.

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

Hold the Fort!

Pastor Craig Harris

Michigan Pathfinder Director



Pathfinder Fair 2026

Friday Night:

8:00 Evening Meeting: (Pathfinder Bowl, weather permitting)
Hold the Fort Message. Pastor Greg and Kim Taylor

After Meeting Directors Meeting
11:00 Quiet Time

Sabbath Morning

8:00 Flag Raising
8:30 Breakfast
9:45 Site Inspection and Sabbath visit from your Area coordinator
11:00 Parade begins at each clubs site -
- Please practice how to pass by review stand and then head to the meeting location
11:30 Worship
TLT Investiture
Master Guide Investiture
Hold the Fort Message - Pastor Greg and Kim Taylor
1:00 Lunch - Free Time
2:30 Kirtland's Warbler Honor - Start in Pavilion
5:15 Baptisms - On the beach on other side of the lake.
6:15 Supper
7:30 Flag Lowering
8:15 Sundown Vespers - (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 30 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
8:00-8:45 Pinewood Derby Weigh in
8:45-9:30 March and Drill
9:30 Sunday Field Activities - Waddle Race
10:45 Pine Wood Derby Run-off
12:00 Simon Says
12:30 Honor Club presentation

Before You Arrive

1. Online Registration: You will enter information in for the camping experience and the second step is to make payment. You may register by using the email that was sent.
 - a. You must register before coming
2. Make sure all of your monthly reports are submitted online to the Youth Department by May 13. 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. **We will shut the gates at 8:30 Sabbath morning.**
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 “Hold the Fort”.
7. All TLT information should have been sent to Cathy by May 4.
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 your 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. (Across from the Large Banner structure.)
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. The Fair schedule is always a bit tighter than the Camporee schedule. We have adjusted a few items so that you can have a bit more time at the camp site.
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

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 Class A uniform for all Pathfinders and Pathfinder staff. TLT's are Class A uniform as well.

Girls are allowed to wear black slacks or a skirt for Class A uniform 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. Throw into your trash bin at camp site and dispose of in the dumpster.

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.***

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

SPECIAL FEATURE

The Special Feature at your Camp Site inspection will be an item that one of your Pathfinders created during the year from an honor or whatever. You can either have it on display or have the Pathfinder that created it show it to the inspecting team. The Pathfinder can also demonstrate something. It just would need to be a quick demonstration. (Eg: Knot board, lanyard, How to tie a certain knot, Compass usage, memorization of one of the Bible Texts, etc)

You will get an extra point for having the Special Feature!

PATHFINDERS – CAMPSITE INSPECTION



Club Name		Campsite #	
Director:	Inspector		

Campsite

	POSS	PTS
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 right, as you look out of your camp site. On it's own right)	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		

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 and 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	

Subtotal	22	
Total Points		

16-22 = 20 pts, The rest on straight point value.

Saturday Night Campsite Worship

This worship is to allow some reflective discussion and a call for baptism on the last Saturday night of the Pathfinder Fair. For many this will be the last camping experience they will have as a Pathfinder. Many young people will make decisions around a campfire if appropriate intentional time is provided.

Please coach your staff to not answer any of the questions! This is a focused time for the pathfinders. (Nothing squashes this time like a “Know it all, Listen to my wisdom staff member droning on about themselves.”) (Sorry for my little rant))

This time should not be long, neither should it be a trite, “Let’s get this thing over with and on to the marshmallows” either.

Here is an idea. You work in your own armor!

1. Congratulate any pathfinder that went forward for the One Year For God call.
2. Perhaps have a short prayer asking the Holy Spirit to work on each heart in this circle.
3. Read the passage of scripture a couple of times. (See Scripture and Thought Questions on next page.)
4. Say: God has been working on each of our hearts for us to surrender to Him. I know I have made a decision to rededicate my life to Jesus this weekend. I pray that you have heard Jesus this weekend as well. (Hopefully you have- don’t say the middle line if you haven’t)
5. Ask: Is there anyone here tonight that feels that God has called you to make the decision to be baptized? This does not mean you are perfect, it means you want to follow Jesus from this point on and have Him work in your heart to change you. Is there someone that would like to take their stand for Jesus and study to be baptized? Have them raise their hand.

Don’t be in a hurry... Wait until you know for sure that everyone has made decision...Let 20 seconds of dead air go by if needed Congratulate any that make this decision!

6. Ask for any of those who would like to recommit themselves to Jesus to stand or throw something in the fire, or do something!
7. Close with prayer and affirm all of those making decisions

Scripture and Thought Questions (Sat Night Call)

“The LORD is my rock, my fortress and my deliverer; my God is my rock, in whom I take refuge, my shield and the horn of my salvation, my stronghold. I called to the LORD, who is worthy of praise, and I have been saved from my enemies.” Psalm 18:2,3

1. (This first question can be a general question where only a few answer)

What words in the text are special to you right now?

(Young ones may not have much to say...Wait long enough for the older ones to answer the question. Again, coach your adults to remain quiet)

2. (This question should be asked of EACH pathfinder in the circle. If the club is too big, perhaps break off into units)

What happened in Pathfinders this year that let YOU know that God is calling you to be closer to Him?

(Event, honor, activity, share your faith...they may need a little reminder.)

Leader share one short experience where God showed you to be closer to Him.

Allow enough time for each to say something...

then go on to step #4 from the first page, which will be making the call for baptism.

Pinewood Derby Guidelines and Rules

The Derby will take place simultaneously with other activities that are being planned. Weigh-in of the cars will be announced but is usually 1.5 hours before the run off of cars. Bring all cars ready with the correct weight. We are planning to only weight your car one time. Remember, time is important in order to get to other events at the fair.

Note: Make sure all cars meet the width, weight, and length requirements stated below before coming to the Fair.

It is important to remind all Pathfinder leaders & staff members of your responsibilities as role models for your Pathfinders. Note: Pathfinders will follow your example, which way will it lead them?

- Only the wheels and nails that come with the kit are permissible.
- Wheel bearings, washers, and bushing are not permitted.
- Use Elmer's Clue or model airplane cement to hold pin axle in body.
- No "wafering" of the wheels. This means the wheel width surface cannot be altered. See drawing:
- No oil, grease, or silicone spray should be used on axles or wheels. Only powdered graphite is permissible.
- Width – overall body width not to exceed 2 ¾ inches.
- Weight – all cars will be weighed and impounded. Weight not to exceed 5 ounces (140 grams). Cars may be weighed and checked before each run.
- Length – 7 inches maximum. Please measure your car before you put the finish on it. If they are too long they will have to be shaved and this will ruin the appearance of your car and effect the judging of your car.
- No loose materials of any kind permitted in the car.
- Have fun with some local run-offs with your derby.
- Basic Cars are to be used by all entering this event.
- The current year must be stamped on or marked with permanent ink on the bottom of the car.

We will have run-off in three different categories: Junior, Teen and Staff.

Each category will have a winner and then a final run-off will crown the grand champion.

We will also have awards for "Most Creative" and "Best Looking" cars.

Where to Order:	S&W Crafts Manufacturing	or:	Pine Car
	PO Box 5501		PO Box 98
	Pasadena, CA 91117		Linn Creek, MO 65052
	(626) 793-2443		

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

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 Activity



WADDLE RACE

Team: 5 Pathfinders (a club may have multiple teams)

Equipment provided by each club:

- 2-12 ft. poles (may use 2"x2")
- 1 - 6-7 ft. pole (for cross piece)
- 3 - 14-18 ft. lashing ropes
- 4 - 18 ft. guide ropes
- A timekeeper. They report the time to the judge

Procedure:

At the starting signal, the team lashes two long poles into the shear legs of an A-frame. Lash the shorter pole onto the shear legs to form the crosspiece. Tie four guide ropes to the top of the shear legs and raise the A-frame into a standing position. Four Pathfinders keep the frame upright using the guide ropes, one Pathfinder steps onto the crosspiece, and waddles along by lifting the butts of the shear legs alternately and "walking" forward.

There is a trick to this walk. The team of five can really move fast if they are coordinated in their movements. See if you can figure it out.

Scoring:

This is a timed event with a maximum 15-minute limit. The team must "waddle" forward 30 feet with the Pathfinder standing on the crosspiece. The crosspiece cannot touch the ground during the "waddle", so make sure the cross piece lashing is tight. If the Pathfinder falls off the crosspiece during the "waddle", they must get back on and continue from where they fell off.

Judging:

A TLT or Master Guide will be timing and judging each group.

Points: Total points available - 8

3 pts. - 0-5 min

2 pts. - 5-10 min

1 pt. - 10-15 min

1 pt. - Each correctly tied knot - (5 available points - required knots plus 1 on the top guiding knots)

-1 pts - Each time the crossbar touches ground

No penalty for pathfinder touching the ground. Just start where they fell off.

No penalty for incorrectly tied knots.

WADDLE RACE

Knots used for this event:

1. Use **CLOVE HITCH** to begin lashing.

<https://www.youtube.com/shorts/5Ycsxs-GlaQ>

2. Use **SHEAR LASHING** for the top of the A Frame. Wrap two sticks 8 times with two between wraps

<https://www.youtube.com/shorts/X2SehmBND84>

3. Use the **SQUARE LASHING** to attach the cross bar to the two A frame poles. The square lashing must have THREE lashing wraps and then THREE frapping turns over the wrapping turns. Keep them tight.

<https://www.youtube.com/watch?v=ly9EZmYd9Js>

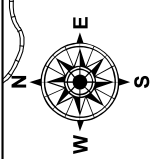
4. Use the KNOT OF YOUR CHOICE to secure the four 18 ft guide ropes to the top of the A Frame.

Video of how the A-Frame walk works.

For an example of how the A Frame works, see the video below. (This shows how the A frame walk works...Some of the videos show the bottom board being nailed on.)

<https://www.youtube.com/watch?v=o7L8UjwBY5Q>

Northwoods Camping Area



- Flag Pole Area
- Rest Room
- Well (Hand Pump)

