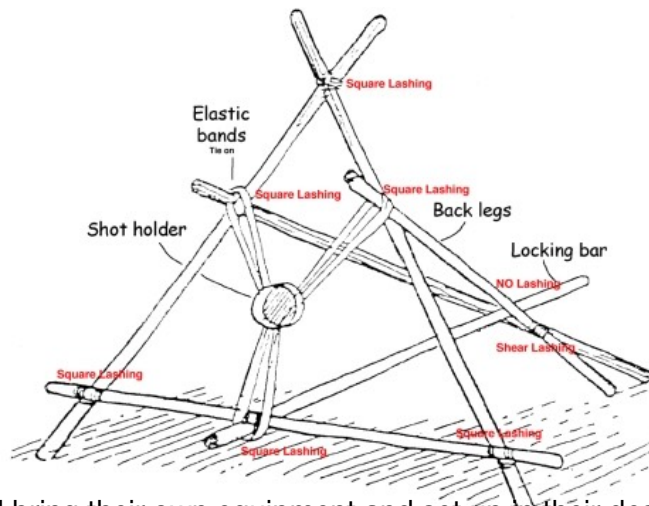# Pathfinder Lashing "Shot" Launcher

Hello All,
This year's Pathfinder Fair Activity comes to us from the Scouts and has been tried by the Area Coordinators with a lot of laughs - we actually hit Pastor Craig a few times and almost got our shots into the fire place at Cedar Lodge. We think you and your team will have a lot of fun preparing and participating in this activity.

Equipment needed:
* 5 Pathfinders
* Six - 5 ft 6 inches long wooden dowels or sticks found in the forest. (You may use a straight 6 foot dowel, but it is more difficult to maneuver)
* Seven - 6 foot x 1/4 inch lashing ropes
* Three short lengths of cord (to secure the shot holder to the structure if your using surgical tubing)
* One pre-made "shot-holder", You come up with your own design. (A pocket of some sort to hold and launch your "shot".)
* Four Shots. Large supply of newspaper and masking or duct tape to make the "Shots". (The shots will need to be no smaller than 15 inches in diameter and a weight no heavier than 22 ounces.
* 10x10 area to construct and shoot the launcher.

1. Each Team of Five pathfinders will bring their own equipment and set up in their designated area.
2. The shot holder can be pre-made and ready to install.
3. Each team will have a 10ft x 10ft area in which to build their Launcher and in which they need to stay.
4. They will start building the launcher and newspaper "shots" when given the signal to start.
5. When built, they will launch tightly, taped-together newspaper "shots" at designated targets. Camporee Staff will set up a line of cones with a ball on the top at the target. You will be given a total of 12 minutes build the launcher and then shoot the "shots" to hit the target as many times as you can.
6. You may have two pathfinders beyond the targets to retrieve and toss back the "shots" to the firing line. They may not run the "shots" back as it will be in the line of other teams firing. (Make sure you are only retrieving your own "shots" - not other teams shots. You only may shoot the shots you created.
7. Tally the number of target hits.