

# 2024 PATHFINDER FAIR DAY

## FAIR MANUAL

May 26 | Castle Hill Showground

Matthew 6:33 | "Striving towards the Kingdom"



Seventh-day  
Adventist Church™

*Greater Sydney*

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## **Acknowledgment**

The following events were designed by Pathfinder Advisory Pathfinder Fair 2019.

The members are: Celilia Salazar, Colleen Maeva, Jose Cruz, Karen Atcheson, Relaene Boyd, Sebastian Davila, Wengkee Leong, Sharon Duncan, Pr Simon Gigliotti, Linda Ciric and Pr Phil Yates  
The scripture used in the events is Holy Bible, New King James Version ®, copyright © 1996, 2004

# INTRODUCTION

The Greater Sydney Conference Pathfinder Fair will be held on Sunday 26th of May 2024 at the Castle Hill Showground.

This manual contains details of the program and activities for this year's Fair. This manual will contain details of equipment and skills required. The aim of the Fair is to demonstrate skills learnt as Pathfinders. It should be lots of fun for both participants and spectators as the Pathfinders display some of the skills learnt in the club.

The Fair's Activities will link to a biblical foundation. We are also introducing a demonstration of Pathfinders Bible Knowledge Skills. In the years to come we'd love to introduce the Pathfinder Bible Experience to encourage active bible study through friendly quiz format.

## **The Gala Day:**

A Fair is most exciting when there are lots of spectators. Rally your church members, relatives, and even community members who may be intrigued about what Pathfinders is about. Emphasize that it will be fun to attend and spectate, there will also be food to be purchased for lunch time as well. The money spent on food will support the different Pathfinder Clubs that are selling it.

The theme of the Fair this year is STRIVING TOWARDS THE KINGDOM, the focus is on the call Jesus gives for all to build the kingdom of God by making disciples. The Food Stalls should use the theme as well in presentation of the stall, names, and even try to have themed foods. The stalls will provide both fund-raising potential for the clubs and fun for the spectators.

Your Pathfinder Club is invited to:

1. Participate in the Opening and Closing Parades, Flag Ceremonies, PLUS events listed in this manual. Please bring your local club Pathfinder Flag. All Pathfinders are requested to wear FULL Parade Uniform in the Opening Parade and Flag Ceremony (non-uniformed members may take part in the contests only).
2. All Pathfinders are invited to participate in the morning and afternoon events.
3. Provide a food stall for fund raising. Buskers may also raise funds during the lunch break in the food stall area. If clubs do not wish to do fund raising by means of a food stall, then they are invited to put on a craft display as the alternative.

# FAIR PROGRAM

- 7.30AM** Registration opens.
- 8.45AM** Club Flag Bearers report to Parade Marshal at the dais.  
- All Safety Stewards to meet at Judges tent.  
- Club Director to receive information pack on March Past.
- 9.00AM** Registration completed.
- 9.15AM** The complete clubs assemble in the Marshalling area.  
VIP and Uniform Inspection begins.
- 10.00AM** Parade and March Past commences.  
Clubs March Past  
National Flag (National Anthem)  
State Flag, Indigenous and Torres Strait Island Flag  
Pathfinder Flag  
- Pledge and Law  
- Welcome  
- Prayer  
- Guest Speaker  
- Announcements
- 10.45AM** Morning Fair Events.  
1. This is the Way  
2. Kingdom Builders  
3. Kingdom Bible Experience  
4. Command me to come to You
- 12.00PM** Lunch – Buy and Sell.
- 1.30PM** Afternoon Fair Events  
5. Help is on the Way  
6. Food fit for the King  
7. Gospel Sail
- 3:20PM** Closing Ceremony.
- 3.55PM** Clean up, Pack up, Depart.

# FAIR GUIDELINES

## **JUDGING:**

The District Directors will judge the day's events with Pastor Depaz as the Head Judge. Clubs may enter as many teams as they wish for each event unless otherwise noted in activity descriptor.

## **STEWARDS:**

The Safety Stewards will be from various clubs and require you to provide one steward per event. They will assist in notifying the judges that their allocated team is ready to commence. They will assist the Judge during the presentation of the final. The Safety Stewards will maintain safe participation by the Pathfinders. Your attention will help in a smooth-running event. Stewards will assist the judges in controlling events, ensuring activity unfolds as per stewards check list. Clubs are required to nominate one steward for each of their teams (each steward will work with a team from another club). There will be some stewards who are not currently associated with pathfinder clubs, but we will need help from counsellors.

## **PHOTOGRAPHERS:**

Each club will have the opportunity to provide 1 designated club photographer. This person will need to get their Badge from Registration Tent from Jacinda. To hold a Photographers badge the person will need to follow by these guidelines, or risk losing the privilege. These are:

- The photographer with the badge will be only person who will be beyond the crowd safety fence, but no further then the activity line.
- The badge can be transferred with other adults from the local club, but the new person will need to adhere to these guidelines always.
- The photographer is allowed onto the field to record the team's involvement during the activity.
- The photographer MUST respect and follow the directions of the Steward and the Judge/s. Photographer will be responsible in assisting the officials in maintaining a safe event.
- The photographer will not interfere by getting in the way of participating pathfinders nor Stewards/Judge.
- The photographer will NOT act as coach for the team during the activity event.
- If the photographer does not follow all the above guidelines, then the badge will be taken from the club for the rest of the Pathfinder Fair.
- If photographers approach teams on the field all teams belonging to the club of the photographer may risk disqualification.

# FAIR GUIDELINES

## **AGES FOR PARTICIPATION:**

All Pathfinders from 10-15 years of age can participate in the events of the Fair. Should a Pathfinder have his or her 16th birthday between 1st of January and 30th of June 2024, they will be able to participate in the 2024 Fair. There will be some fun activities where the counsellors will be invited to participate in.

## **HOW TO PREPARE:**

The special Pathfinder skills that are being assessed at this Pathfinder Fair are highlighted in the event descriptions along with the equipment needed for each team. As a group, look at the equipment list, skills listed, and the number of Pathfinders needed. Happy prepping. Some items will require work/preparation a month prior to the event such as decorating of sails, and fixing sheets to pieces of wood. See Activity Descriptors for more information.

## **HOW MANY TEAMS CAN WE ENTER THE EVENTS?**

As many as your club has personnel for. Remember, each team needs to have access to separate equipment. The judges will record the best score from the teams for that club.

## **PARADE UNIFORM:**

Parade Uniform must be worn for the Opening Ceremony and Parade March of the Fair. This includes top, bottom, complete insignias, hat, etc.

The Greater Sydney Conference has two official Parade Uniforms. Some clubs have already adopted the alternate Parade uniform (also known as Polo Uniform) we highly encourage that all clubs use the Parade Uniform appropriately. There will be not mixing of the Tradition Uniform with the Polo Uniform within 1 club. All clubs will need to be outfitted with the chosen uniform as per your Club Director and Leadership team.

At Greater Sydney Conference Pathfinder Events, Parades will ALWAYS have the Tradition Uniform parade first, followed by the clubs that have chosen to use the Polo Uniform. District Directors will direct you to where your club will need to be in the parade. Please see the PATHFINDER FORM PACK 2024 for uniform reference if needed.

Club field uniform should only be worn for events and the closing parade.

# FAIR GUIDELINES

## **INSPECTION:**

The Full Parade Uniform inspection will be done in the assembly area. SEE PAGES 26-33 PART II, ITEM 1707 AND PAGE 69 IN THE SOUTH PACIFIC PATHFINDER STAFF MANUAL (Red Book) as a guide only full uniformed members can participate in the inspection and parade. Please note that in the GSC Conference; the club has a choice of hats to wear. The club must wear only ONE of the approved combinations. These are:

The Old Soft hat.

The GSC Pathfinder Cap (Green Baseball Cap)

The Akubra

The inspection will be looking specifically for; Full Parade uniform with special check on Pathfinder Hat as above, both sleeves in right order and black footwear.

The Greater Sydney Conference has two official Parade Uniforms, only one can be worn by the club; Traditional Uniform OR the Polo Uniform.

## **MARCHING DETAILS:**

Assemble point for Parade – As directed by your District Director.

March past route – This will include the March Past. Directors will lead their club, please do not slow down as you perform 'eyes right' as you march past the dais. This slows the rest of the clubs down during the opening parade and the participation of the rest of the clubs as they march past.

Parade Commands include but are not limited to:

- Forward March.
- Eyes Right (as you approach the Dais)
- Eyes Front (when last rank has passed Dais)
- Left Wheel.

## **SMALL CLUBS:**

We don't want any clubs to feel that they may miss out on the excitement of the fair. We will allow small clubs to use more Pathfinder Staff members in an event to make up the members.

A small Pathfinder Club is strictly based on the Fair Application registered number of Pathfinders in the Club, NOT the number of Pathfinders who attend on the day. We ask small Pathfinder Clubs to give preference to their Pathfinders as is reasonable for each event.

## **CLUB FORMATION AND SIZING:**

Large clubs (more than 30 pathfinders inc staff) can be in ranks of 4 and small clubs (of 8 members or less inc staff) can be in ranks of 2. Otherwise the details are outlined under the section entitled Formations with-in the Club, Part II, items 717, 718 (pages 22-24)

# FAIR GUIDELINES

## Instructions for Parade

Each club will march in the following order:	Regular Club	Small Club	Large Club
Standard Bearer (Bearing Club Flag)	+	+	+
Director	+	+	+
Deputy Director/s	++	+	++
Guidon Bearers (in ranks of three)	+++	+	++++
Club members (in ranks of three)	+++	++	++++
	+++	++	++++
	+++		++++
			++++

## PATHFINDER STAFF:

Pathfinders should be able to execute all the commands that are necessary to fulfill the marching requirements for the Parade (refer to S.P.P.S.M Marching sections 900-1102 and 1702- 1706)

## OTHER PROCEDURES TO BE FAMILIAR WITH:

Saluting at the March Past	Part II, item 805, page 33.
Eyes Right	Part II, item 806, page 33.
Eyes Front	Part II, item 808, page 34.
Guidon Drill and Flag Bearers Drill	Part II, item 806, page 34.
Opening and Closing Ranks	Part II, item 721, 722, page 26.

## FLAG RAISING AND LOWERING:

Clubs should be familiar with flag raising and lowering procedures for a three-flag ceremony. Colour Guards will be appointed before the Fair Day. See Part II, item 1704-1705, pages 66, 67, 725, 726, 27, 28. The colour party must be in full uniform for both raising and lowering the flags.

## CLUB DIRECTOR'S COMMANDS:

The Club Director's knowledge and use of commands in the formal march past; inspection and flag raising will be noted. Of particular concern are the commands, saluting and halting. Directors are to refer to the relevant items in the manual.



# FAIR GUIDELINES

## **PATHFINDER PASSPORTS:**

All Pathfinders who attend the Fair are eligible for a special stamp in their passports if they bring them along on the day.

## **FOOD TENT, EQUIPMENT TENT, CLUB EMBLEM SET OUT:**

An Application for a food stall must be submitted to the Youth Dept no later than the 26th of April 2024, ( JacindaRalp@adventist.org.au ). Food stall tents will be located c.12m away from the Spectator's Fence. All Food stalls will have a shop front of 3m wide only, this will be the face of your food stall to the public.

- Suitable gazebo sizes can be 3m x3m, 3m x 4.5m or 3m x6m.

Behind your food stall you will have space to erect your Change/Equipment Tent. You will be responsible to safely transport any materials from your Equipment Tent to the "Club Team Zone."

Your Club Emblem must be Free Standing, and located in front of the Spectators Fence which will resemble your Club Teams location within the "Club Team Zone."

## **CLUB EMBLEM:**

Each club is requested to provide a Masonite or plywood emblem with the name of the club printed across where the word PATHFINDER normally occurs. This can be copied from the 100mm triangle guidon emblem and should be about 600mm wide.

Each Club Emblem will need to be affixed onto a wooden pole that will be carried by a standard bearer at the back of the parade and should be prominently displayed behind the club's team (in a stand) for each contest in front of their change and equipment tent. This will identify each club in during each event of the Fair. The emblem should be free-standing at a height of 1.65 meters.

In a case where there is more than one team for a club competing, all teams will compete side by side in front of their club emblem. The **Director is responsible** to see that each club emblem is placed in position and that **all club members that are not competing are cleared off from the field** before the start of each event. Non-participants from the club **MUST** be in the spectator's arena, any found on the field will risk their club from getting points discounted from their club points.

# FAIR GUIDELINES

## **AWARDS:**

Points will be awarded as for each event, that is:

7 events + Inspection + Marching + Food/Craft Stall.

Grade A

Grade B

Grade C

Grade D

Clubs are encouraged to enter as many teams as possible, to increase the chances of a better grade.

## **TENT PEGS:**

The Showground has required that all tent pegs be removed from the ground when each club/stall packs up. It is vital that all tent pegs be removed from the ground. This applies to food stalls, change tents, Fair events. Please make sure that your club removes all pegs used after the day is over. A better way to anchor your structure is the use of gazebo-weights.

# EVENT 1 | THIS IS THE WAY

**BIBLE PASSAGE:** Isaiah 30: 20c, 21 But your eyes shall see your teachers. Your ears shall hear a word behind you, saying, "This is the way, walk in it," Whenever you turn to the right hand or whenever you turn to the left.

**TEAM:** 1 Pathfinder to be covered and referred to as Designated Pathfinder or DP.  
5 Pathfinders to be placed at different marker cones, referred to as Marker Pathfinder #1 -#5 or MP#1- #5.

**ACTIVITY DURATION:** 10 minutes

## **METHOD:**

### **PRE- ACTIVITY:**

- The activity area (10m x 10m) will be set up with
  - o the marker cones, labelled 1-5.
  - o the cards that will have the bearings that lead to the next marker.
  - o activity tokens will be at the markers for the Pathfinder to give to the DP to carry.
- 5 MP's will have their own compass to assist them during the activity.
- 1 DP will have the sleeping bag, compass, and head torch (if needed) in their hands.

### **AT THE SOUND OF THE ACTIVITY BUZZER:**

- 5 MPs will walk across the field with the one DP who will all have:
    - o compass (1 per pathfinder)
    - o sleeping bag & head torch (for the DP ONLY to wear)
  - MP #1 - #5 will need to place themselves at their respective Markers (cones)
    - o Cones will be marked 1, 2, 3, 4, 5.
    - o Cones will have a card with the bearings required to be called out to the DP during the activity.
  - The DP will need to stand at Marker #1 with Pathfinder #1.
    - o DP will need then place over their head, shoulders and upper torso the sleeping bag liner.
      - ← DP can use a headtorch.
      - ← Compass can be used around hip height, or at chest height.
  - MP #1 will ensure that they place DP at Marker #1 facing NORTH as per the compass.
  - MP #1 will now call out from behind the DP:
    - o 1st bearing that DP will need to dial to reach Marker #2.
    - o number paces DP will need to take to get to Marker #2.
  - **IF** DP has overshot, undershot, or changed direction **ONLY** MP#1 can assist DP to recalibrate their bearings.
- N.B This will be called a lifeline and can only be used 1/Marker. (Total of 4**

# EVENT 1 | THIS IS THE WAY

**N.B This will be called a lifeline and can only be used 1/Marker. (Total of 4 during the activity) The use of this will deduct points.**

- This can be achieved by the DP stopping on the field.
- MP#1 comes behind stationary DP to take the new bearing (on their own compass) that is required for DP to get to Marker #2.
- MP#1 will then call out from behind DP:
  - ← New bearings.
  - ← New amount of paces required to get to Marker #2.
- **ONCE** they've successfully arrived at Marker #2, Pathfinder #2 will:
  - give the participant a token to carry.
  - call out the next bearings for DP
  - number of paces required to reach Marker #3.
- **REPEAT** this process until the Participant has reached Marker #4 & #5.
- Marker #5 is the concluding marker.
- At the concluding marker, the DP should be carry 4 tokens for the steward to receive.

## EQUIPMENT:

A good voice to give commands

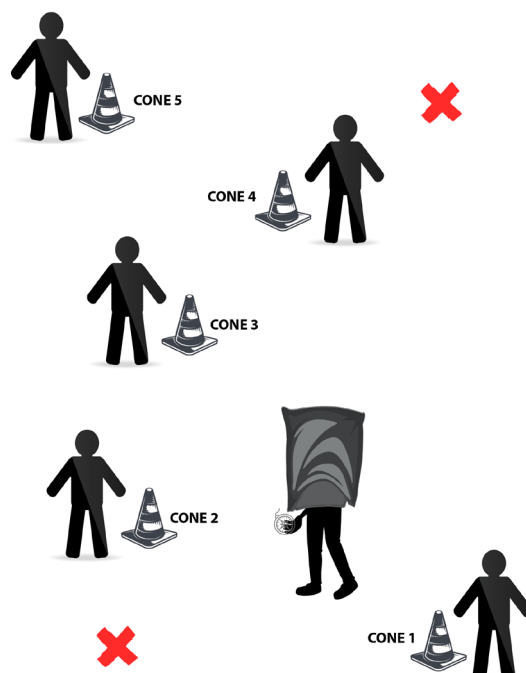
6 Working Compass (with bearings dial)

1 Light weight blanket / Sleeping bag liner (NO PLASTIC BAGS)

- The wearer of the sleeping bag liner should be able to have their head, shoulders and torso covered by the bag and have enough space in the bag to use their compass.

1 head torch if it's too dark in their sleeping bag liner. (This will aid in using the compass dial.)

## DIAGRAM:



# EVENT 1 | THIS IS THE WAY

**SKILLS EXHIBITED:** Accurate compass reading.  
The ability to pace to get to destination.  
The ability to navigate whilst having a covering over the participants head and upper torso.

**STEWARDS WILL LOOK FOR:**

- Minimum use of Lifelines.
- Finishing activity within allocated time.
- DP to successfully carry all tokens during activity.
- Other MP's to remain silent during activity.

**JUDGES WILL LOOK FOR:**

- Lightweight Blanket / sleeping bag liner isn't see through.
- Maximum number of tokens to the judge. (max. 4 tokens picked up by the participant at Marker #2, #3, #4, #5.)
- Tokens displayed to formulate a message/verse.

# EVENT 2 | KINGDOM BUILDERS

**BIBLE PASSAGE:** Matthew 17: 4 Then Peter answered and said to Jesus, “Lord, it is good for us to be here; if You wish, let us make here three tabernacles: one for You, one for Moses, and one for Elijah.”

**TEAM:** 5 Pathfinders.

**ACTIVITY DURATION:** 7 minutes

**METHOD:**

**PRE- ACTIVITY:**

- All listed materials will need to be placed at the activity area, laying on the floor.
- All participating pathfinders (5) will need to be at the ‘start line’ before the Activity buzzer is sounded.

**AT THE SOUND OF THE ACTIVITY BUZZER:**

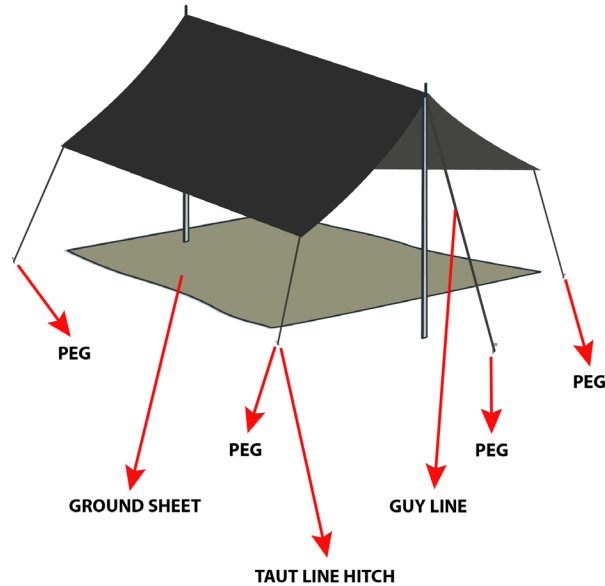
- The pathfinders will run to the activity area.
- Lay out the ground sheet and secure it with 4 tent pegs.
- Lay the tarpaulin with the 6 grommet holes on top of the ground sheet.
- Each corner of the tarpaulin will need to have a rope (2.5m) secured to the grommet using a bowline knot.
- Centre grommet holes of the tarpaulin will be used for the wooden pole, one each side, 2 in total.
  - o Lay the wooden pole on the floor and insert into grommet hole.
  - o Attach the rope (3.5m) using a bowline knot to the tent pole spike that is poking through the grommet hole.
- Each guy line will need to be secured to a tent peg, using a taut line hitch.
- Allow for the taut line hitch to loosen the rope as you’ll need to erect the tent poles and tarp.
- Once tarp is up in the air, each pathfinder will need to tension the guy lines using the taut line hitch.
- 5 Pathfinders will need to sit under their tarp on the ground sheet as they wait for the Judge to inspect.

**EQUIPMENT:**

- 1 ground sheet around 2m x 2m with 4 corner grommet holes.
- 1 tarpaulin, 2.5m x 2.5m with 6 grommet holes (1 at each corner, and 2 in the centre of the opposite sides).
- 2 of 3.5m ropes.
- 4 of 2.5m ropes Bowline knot and Taut line Hitch.
- 10 tent pegs.
- 1 tent peg hammer
- 2 of wooden poles (1.5m tall) (One end of the pole will need to go through the eyelet of the tarpaulin)
- **N.B** All these items will need to be placed at the activity area prior to the activity commencing.

# EVENT 2 | KINGDOM BUILDERS

## DIAGRAM:



**SKILLS EXHIBITED:** Knot tying.  
Team work.

**STEWARDS WILL LOOK FOR:**  
- Team work.

**JUDGES WILL LOOK FOR:**

- 6 neat bowlines.
- 6 neat taut line hitches.
- Wooden tent pole stands with the sole aid of the guy rope.
- Wooden tent pole to stand no higher nor shorter of 1.5m.
- Tarp is nice and taut.
- All pegs are in the ground and not a trip hazard.

# EVENT 3 | KINGDOM BIBLE EXPERIENCE

- INTRO:** This will be mini version of the Pathfinder Bible Experience. This is to cater for Pathfinders who enjoy experiencing a deeper understanding of scripture.
- BIBLE PASSAGE:** 2 Timothy 2: 15 Be diligent to present yourself approved to God, a worker who does not need to be ashamed, rightly dividing the word of truth.
- TEAM / CLUB:** 1 ONLY
- TEAM:** 7 Pathfinders
- 1 of the 7 pathfinders will be the designated runner to question the Quiz Judges during the activity. From here on here they will be called the Runner.
- ACTIVITY DURATION:** 15 minutes
- WHAT TO STUDY:**
- Pathfinders will need to use and study from the NEW KING JAMES Bible Translation:
    - o Matthew 12: 24- 30
    - o Matthew 13: 1- 50
    - o Matthew 21: 28-45
    - o Matthew 22: 1- 14
    - o Matthew 25: 1- 30
- METHOD:**
- PRE- ACTIVITY:**
- Camp tables and camp chairs are to be set up within the activity area.
  - Pens will need to be placed on the table as well.
  - 7 Pathfinders to be seated in a camp chair each.
  - 1 of the 7 Pathfinders will be the Runner for the duration of the game. They can still help with answering questions within the group, but they alone can run to the table of the Quiz Judges.
- AT THE SOUND OF THE ACTIVITY BUZZER:**
- Questions will be read out over the PA for the 7 Pathfinders to hear by the Quiz Master.
  - Once the question has been read, the steward will hand the question sheet to the team seated at the table.
    - The team will have 60 seconds to discuss and record their answer on the question sheet.
  - At the end of 60 seconds, the steward will take the answer and mark it.



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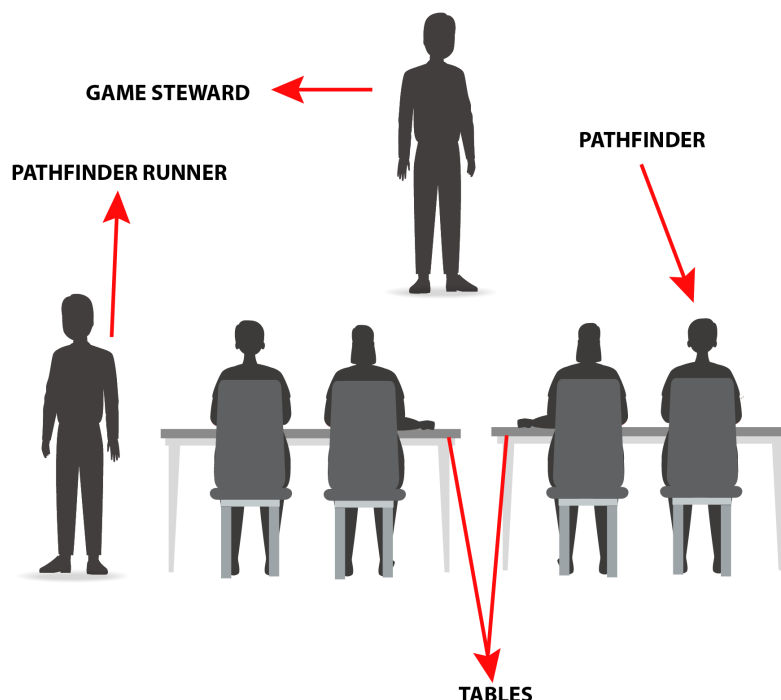
# EVENT 3 | KINGDOM BIBLE EXPERIENCE

- o Steward will then return the sheet to the team at the table with the score for that question.
- o Should the 7 pathfinders believe the question wasn't marked fairly, they can send the Runner (1 of the 7) to the Quiz Judge's Table, for second marking.
  - Whilst the Runner is doing this, the Quiz Master will continue with the next question.
  - The runner can return to their team once their has been second marked by the Quiz Judge.
  - N.B The runner will miss out on helping the 6 other pathfinders to answer the next question as they will need to wait at the Quiz Judges table for a second look at their original answer.
- The Quiz Master will continue reading out the Questions in an orderly manner, and give the team 60 seconds to answer each question.
- This quiz will have:
  - o 2-3 fill in the missing word.
  - o 5- 7 multiple choice questions.
  - o 3- 5 short answer questions.

## EQUIPMENT:

- 1 Bible
- 2-3 camp tables for Pathfinders to seat at.
- 7 camp chairs/stools
- 10 working black pens.
- Good memory

## DIAGRAM:



# EVENT 3 | KINGDOM BIBLE EXPERIENCE

**SKILLS EXHIBITED:** Ability to find scripture quickly.  
Good knowledge of the bible and bible stories.

**ACTIVITY STEWARD WILL LOOK FOR:**

- Team to be attentive whilst question is being read out by Quiz Master.
- Team work at the table.
- All team members to treat each other and activity steward with respect during activity time.
- Correct answer to be written down on the question sheet that has been given to the team at the table.
- Runner to address the Quiz Judge about the Marked Question sheet in a respectful manner.

**1 OF THE 3 QUIZ JUDGES WILL:**

- Take a second look at the marked question sheet for a second score if possible.
- Will return the question sheet that has been second marked to the runner so that they may re-join their team.

**ACTIVITY JUDGES WILL LOOK FOR:**

- Completed answer sheets and give a score according to their answer sheet.
- Good team spirit in working together to draw up their answers.
- Team members treated each other with respect during the activity.

# EVENT 4 | COMMAND ME TO COME TO YOU

**BIBLE PASSAGE:** Matthew 14: 28 And Peter answered Him and said, “Lord, if it is You, command me to come to You on the water.”

**TEAM:** 2 Counsellor  
6 Pathfinders  
5 Pathfinders

**ACTIVITY DURATION:** 15 minutes

**POINTS:** None. It's fun

**EQUIPMENT:** None

**SKILLS EXHIBITED:** The ability to ‘walk on water’

**EVENT:** This is a fun event.  
The counsellor will be required to move across the designated area without touching the ground. They will need to work in an area of 10m x 15m.  
The counsellor will need to be able to do the following motions whilst being supported by the 6 pathfinders.

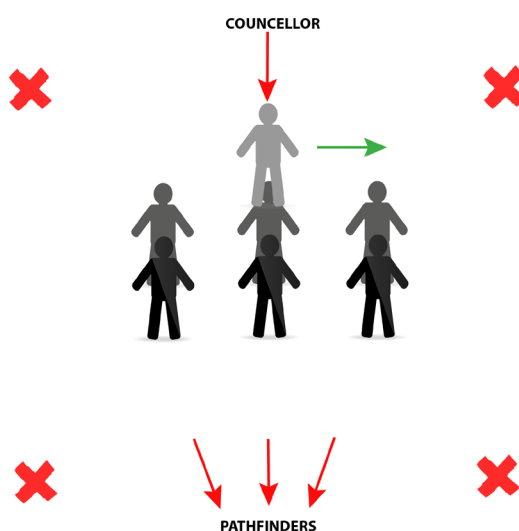
- Walk and crawl on all fours.

The 6 Pathfinders will not move whilst they support their counsellor. They can only move when they're no longer holding onto the counsellor to keep them off the ground.  
This event will require 5 more pathfinders to be standing at 2m's distance of the 6 Pathfinders and counsellor during the activity.

- These 5 pathfinders will have wet sponges to throw at the counsellor as they transport themselves across the field.

Once the 1<sup>st</sup> counsellor has gone across the field, the 6 pathfinders need to return to the other side to pick up the 2<sup>nd</sup> counsellor and repeat the transportation process.

**DIAGRAM:**



# EVENT 4 | COMMAND ME TO COME TO YOU

## **STEWARDS WILL LOOK FOR:**

- The 5 pathfinders to maintain their distance from the group of pathfinders transporting the counsellors across.

## **JUDGES WILL LOOK FOR:**

- Assist Stewards in safety of activity.

# EVENT 5 | HELP IS ON THE WAY

**BIBLE PASSAGE:** Proverbs 14: 31 He who oppresses the poor reproaches his Maker,  
But he who honours Him has mercy on the needy.

**TEAM:** 1 Injured Pathfinder  
5 Pathfinders to administer 1<sup>st</sup> Aid and build a stretcher.

**ACTIVITY DURATION:** 15 minutes

**METHOD:**

**PRE- ACTIVITY:**

- Stretcher equipment (poles, ropes, tarp) to be laid on the floor of the activity area.
- Injured pathfinder to be at the activity area.
  - o They will be able to read the "injury card" (provided by steward) to inform themselves on where to place tomato sauce on their body.
- 5 Pathfinders to line up at the start line with their 1<sup>st</sup> Aid carry box/ bag and the required bandages/items.

**AT THE SOUND OF THE ACTIVITY BUZZER:**

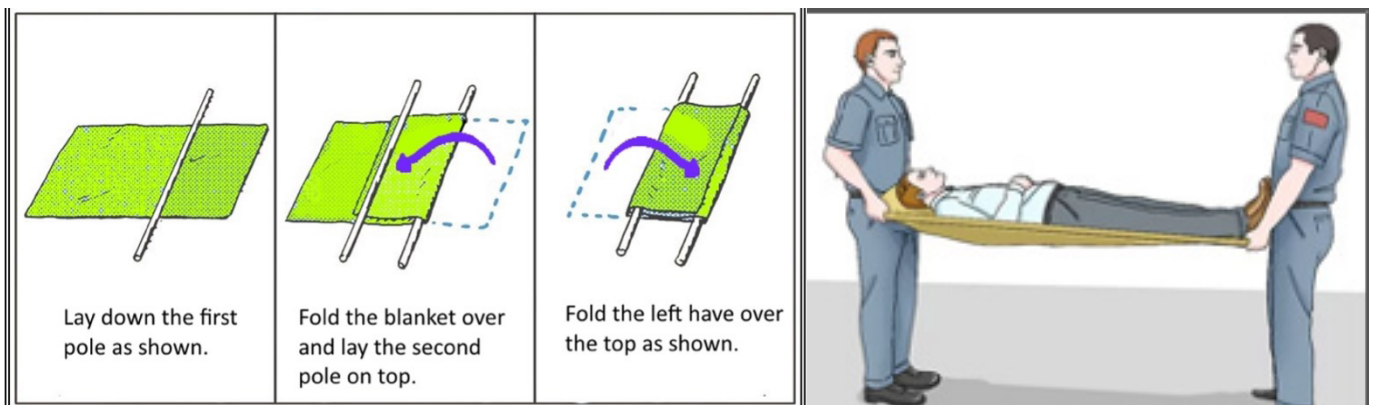
- 5 pathfinders will run to the activity area with their items in hand.
- They will tend to the injured Pathfinder.
  - o The injured Pathfinder can tell the others where it hurts/or feels broken, as per the injury card.
- There will be a minimum of 3 injuries per group.
- The 5 pathfinders will need to work together ensuring that each person can administer 1<sup>st</sup> Aid and build the stretcher.
- Once the injured pathfinder has been bandaged up, the other 4 pathfinders will need lift the injured pathfinder from the group onto the stretcher.
- The injured pathfinder will stay on the stretcher to show stewards they have finished and ready for presentation.
- Judge will assess all bandaging done according to "injury card."
- Judge will then ask for the team to lift the injured pathfinder using the stretcher. Pathfinders will need to successfully hold the injured pathfinder in the stretcher off the ground.

**EQUIPMENT:**

3 of triangular bandages.  
3 of rolled bandage (stretchy)  
3 of snake bite bandage  
Box of standard band aids.  
Bottled water (for washing/cleaning of wound)  
Wound dressing to clean up 'blood' of 1<sup>st</sup> aid kit to carry all 1<sup>st</sup> aid material.  
Tomato Sauce. (To be used by the injured pathfinder to add colour)

# EVENT 5 | HELP IS ON THE WAY

- 1 of 1<sup>st</sup> aid kit to carry all 1<sup>st</sup> aid material.
- Tomato Sauce. (To be used by the injured pathfinder to add colour)
- 1 rubbish bag
- Stretcher building:
  - 2 wooden poles (2.5m long each),
  - 1 tarp, for injured pathfinder to lay on.



**SKILLS EXHIBITED:** A knowledge on administering first aid for the following injuries: \_

- Broken arm.
- Broken collar bone.
- Sprained ankle.
- Broken rib.
- Cuts and abrasions.
- Wounds to the head, hand &/or leg.
- Snake Bite.

**STEWARDS WILL LOOK FOR:**

- Team work.
- Care given when dealing with injured Pathfinder.

**JUDGES WILL LOOK FOR:**

- The appropriate bandage used for the injury sustained (as per injury card)
- Neat bandaging.
- Bandaging is firm, not tight, but not loose enough that it'll come undone.
- Blood has been cleaned up.
- Dirty bandages in rubbish bag.
- Stretcher will hold the injured pathfinder whilst they lay down it.

# EVENT 6 | FOOD FIT FOR THE KING

**BIBLE PASSAGE:** Matthew 22: 4 Again, he sent out other servants, saying, 'Tell those who are invited, "See, I have prepared my dinner; my oxen and fatted cattle are killed, and all things are ready. Come to the wedding." '

**TEAM:** 3 Pathfinders

**ACTIVITY DURATION:** 15 minutes

**METHOD:**

**PRE- ACTIVITY:**

- Pathfinder to place all the above items within the activity area.
- NO SET UP is allowed. Only laying down of equipment on the ground.

**AT THE SOUND OF THE ACTIVITY BUZZER:**

- 6 pathfinders will run to the activity area.
- Every team member will need to wash their hands with soap and water.
- The team will need to work together in preparing the ingredients to create fried bread slices; a total of 4 fried bread slices.

Recipe:

- Mix all the dry ingredients in a large zip lock bag. Pour in the oil then slowly add the water.
  - Squeeze an orange or two to add a citric flavour.
  - Massaging the bag as you go.
- When it starts to look doughy, tip it out of the bag onto a lightly floured board. Roll and press using the rolling pin or hands.
  - If it looks too wet and sticky, add more flour.
  - If it looks too dry and crumbly, pop back into the ziplock bag, add a little more water, and massage further.
  - Once it's smooth pop back out onto lightly floured board.
- Roll the dough out into a circular shape. Experiment with thickness of circular dough and cooking times. Thin and even is always the best way of cooking the dough.
  - o Fried bread slice will need to be 15cm in diameter once cooked and ready for presentation.
- Set up camping stove safely on top of the wooden board/ metal sheet (600mm squared in size).
- Heat up the frying pan on the campers stove.
  - Add a dash of oil. (The oil is there just so it doesn't stick to the fry pan, that's all)
- Cook each flatbread for a couple of minutes per side, feel free to experiment with the cooking times to get it perfect for the event day.
- Dough will puff up, bottom will look golden brown. That's a sign to flip over and cook the other side.



# EVENT 6 | FOOD FIT FOR THE KING

- 1 Pathfinder will need to cook one fried bread, and then allow for another Pathfinder to fry another flat fried bread.
- Use your choice of condiment to spread on 1 side of the bread, and display it on the plate for the Steward to inspect.
  - 3 slices of fried bread will be allow to have condiment spreads on it.
  - 1 slice of fried bread will need to remain completely free of condiment/spread.
  - Your team will need to have minimum of four fried bread slice for presentation with your choice of condiments.
- Steward will do a taster of the bread, and so will the judge when they come to the group.

## EQUIPMENT:

1 camp gas stove. (Small to medium size. Not BIG and Bulky)  
1 gas bottle to work the gas stove.  
1 box of matches. (If stove has piezo, can be used, but don't rely solely on this feature).  
1 Pre-mixed Soapy water (can be in a 600ml bottle) for the use of washing hands prior to setting up. (Enough for all 6 pathfinders to wash their hands)  
1 tea towel to dry pathfinder hands.  
1 piece of wood OR 1 sheet of metal (600mm squared in size) to protect grassy ground.  
1 mug plain flour if you only have self-raising that will work fine, it'll just puff up a little bit.  
1 pinch salt  
1/2 - 1 tablespoon  
Enough cold or warm water to turn the mix into a dough  
1- 2 Juicy oranges.  
250ml of your choice of oil  
Your choice of condiments; Tomato sauce, Nutella, Peanut butter, Butter, Strawberry Jam.  
1 knife.  
1 plate  
1 large zip lock bag.  
1 rolling pin  
1 chopping board.  
1 tray  
1 frying pan.  
1 pancake turner / spatula  
Soapy water / Sanitiser Gel.

# EVENT 6 | FOOD FIT FOR THE KING



**SKILLS EXHIBITED:** Proper use of a camper's stove.  
Food preparation skills.  
Cooking.

**STEWARDS WILL LOOK FOR:**

- All participants have washed their hands prior to handling food ingredients.
- Safe handling of stove.
- Each pathfinder has a turn of making a fried bread slice.

**JUDGES WILL LOOK FOR:**

- The underside of the flat fried bread must be at least medium to golden. **NOT BURNED.**
- Bread without condiment/spread has a satisfying taste.
- All breads are eatable, with the right amount of crunch to it.
- The finished diameter of the slice fried bread is 15cm for each slice.
- 1 piece of wood / 1 sheet of metal (600mm squared in size) to protect grassy ground has been used with gas stove.

# EVENT 7 | GOSPEL SAIL

**BIBLE PASSAGE:** Acts 27: 13 When the south wind blew softly, supposing that they had obtained their desire, putting out to sea, they sailed close by Crete.

**TEAM:** 6 Pathfinders

**ACTIVITY DURATION:** 15 minutes

**METHOD:**

**PRE- ACTIVITY:**

- All listed materials will need to be placed at the activity area laying on the floor.
- All participating pathfinders (6) will need to be at the 'start line' before the Activity buzzer is sounded.

**AT THE SOUND OF THE ACTIVITY BUZZER:**

- Pathfinders will run across the field to perform the following.

Building of the Mast:

- Using the 2 long wooden poles, placed together (side by side) and 1 short wooden pole to overlap with this pair and lashed with 2 sheer lashings (one at each end of the overlap - see diagram).
- This will produce a pole 3m long, present this to the steward before proceeding.
  - o The steward will have a measuring device to make sure the finished product is 3m long. If it's doesn't meet the standard of 3m long, the pole must be adjusted before being checked again for the correct length.
  - o Once the 3m length has been CONFIRMED by the steward, they now have a 'mast' and can proceed.
- 2 long ropes (10m each) will be secured to the very top of the pole with a clove hitch at the middle of each rope, this will make 4 guy lines.
  - o N.B These guy lines will need to be at least 4.5m long on each side.

Attaching the Sail:

- Pathfinders will then need to square lash the wooden pole segment of their sail to the 3m 'mast'. This square lashing will need to be done on the 1.5m pole section. This will now become the 'sail mast.'
- Pathfinders will then need to attach two lengths of rope to the wooden attachment of their sail. They will need to furl their sail completely, and using one rope per section (2 ropes = 2 sections) of the sail, they'll use a quick release slip knot / highwayman's hitch knot.
  - o **N.B.** ensure the working end is long enough for the pathfinder to pull on once the mast and sail are ready for presentation.

# EVENT 7 | GOSPEL SAIL

## Raising of the Sail Mast:

- Pathfinders will need to use the guy lines to make a figure eight on a bight knot.
- These 4 guy lines will require 1 pathfinder per line, to hold the bight knot for raising.
  - o These 4 pathfinders will act as live anchors.
- The remaining team members will assist in erecting the sail mast along with the 4 holding the guy lines. This will require each person to help maintain a stable mast.
- Once you're ready with the Sail Mast upright. The judge (not the steward) will come to inspect knots, and lashings.
  - o On the command of the Judge, the 2 remaining Pathfinders will pull on the working end of the quick release slip knot to unfurl the teams Sail.
  - o This will also allow the judge to assess the sail's decoration that has been pre-done.

## **EQUIPMENT:**

2 long wooden poles. (2.5m long)

1 short wooden pole. (1.5m long)

2 of 10m ropes for the clove hitch and figure eight on a bight as guy lines.

2 of 6m ropes for quick release slip knot / highwayman's hitch knot.

1 rope for square lashing.

2 ropes for sheer lashings

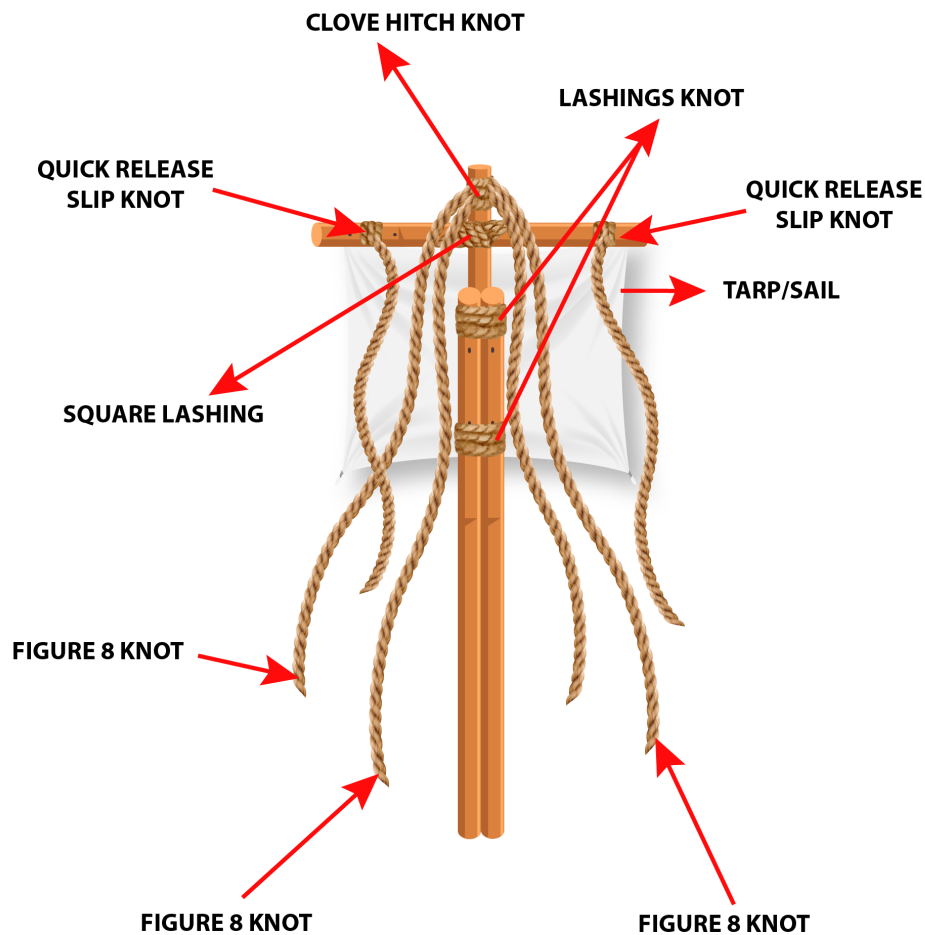
1 sail, no bigger than 1m squared.

- Pre-decorated with gospel slogan or gospel inspired design.
- Must have a piece of wood attached to the top edge of the 1 metre sail – this should be done with nails/suitable staples to hold the sail down to the wooden edge.
- **At the halfway mark** of the sail on the wooden edge it should be free from nails/staples. This is to allow for hands to pass in and under the piece of wood when pathfinders use the square lashing to attached sail to the mast.

**N.B** All these items will need to be placed at the activity area prior to the activity commencing.

# EVENT 7 | GOSPEL SAIL

## DIAGRAM:



## STEWARDS WILL LOOK FOR: (During activity)

- Length of mast prior to raising.
- Team work

## JUDGES LOOK FOR:

- Neat sheer lashing.
- Neat square lashing.
- Sail maintains itself in horizontal position.
- Clove Hitch
- Quick release slip knot/ highway man's hitch works when asked to release sail.
- Figure 8 with a bight is neat.
- Gospel message is correctly displayed.
- Gospel message/slogan/image on the sail.

# MATERIAL LIST

## GOSPEL SAIL:

- 2 long wooden poles. (2.5m long)
- 1 short wooden pole. (1.5m long)
- 2 of 10m ropes for the clove hitch and figure eight on a bight as guy lines.
- 2 of 6m ropes for quick release slip knot / highwayman's hitch knot.
- 1 rope for square lashing.
- 2 ropes for sheer lashings
- 1 sail, no bigger than 1m squared.

## THIS IS THE WAY:

- A good voice to give commands.
- 6 Magnetic Compass (with bearings dial)
- 1 Light weight blanket / Sleeping bag liner (**NO PLASTIC BAGS**)
- 1 head torch if it's too dark in their sleeping bag liner.

## KINGDOM BUILDERS:

- 1 ground sheet around 2m x 2m (with 4 grommet holes for tent pegs)
- 1 tarpaulin, 2.5m x 2.5m (close to). (at least 6 grommet holes)
- 2 of 3.5m ropes.
- 4 of 2.5m ropes Bowline knot and Taut line Hitch.
- 10 tent pegs to be used as anchors for guy lines.
- 1 tent peg hammer
- 2 of wooden poles (1.5m tall) (One end of the pole will go through the eyelet of the tarpaulin)

## KINGDOM BIBLE EXPERIENCE:

- 1 Bible
- 2-3 camp tables for Pathfinders to seat at.
- 7 camp chairs/stools
- 10 working black pens.
- Good memory

## HELP IS ON THE WAY:

- 1 of 1<sup>st</sup> aid kit to carry all 1<sup>st</sup> aid material.
- Saline (Sterile water)
- Rubbish bag.
- Wound dressing to clean up 'blood'
- 2 Triangular Bandages.
- 3 rolled bandage (stretchy)
- Standard band aids.
- Tomato Sauce.
- Donkey's costume (at least the head)

# MATERIAL LIST

## FOOD FIT FOR THE KING:

- 1 of gas stove (small/medium)
- 1 Pre-mixed Soapy water (Enough for all 6 pathfinders to wash their hands)
- 1 tea towel for drying up hands.
- 1 piece of wood OR 1 sheet of metal (600mm squared in size).
- 1 gas bottle to work the gas stove.
- 1 box of matches.
- 1 mug of plain flour / self raising flour.
- 2 pinch salt
- 1/2 - 1 tablespoon
- Enough cold or warm water to turn the mix into a dough
- 2 Juicy oranges.
- 250ml of your choice of oil
- Choice of condiments; Tomato sauce, Nutella, Peanut butter, Butter, Strawberry Jam.
- 1 knife.
- 1 plate
- 1 large zip lock bag.
- 1 rolling pin and board.
- 1 tray
- 1 frying pan.
- 1 pancake turner / spatula
- Soapy water / Sanitiser Gel.

# GLOSSARY OF KNOTS FOR THE FAIR

### Clove Hitch Tutorial

- 1 Hang rope from the support
- 2 Loop around the support with the end
- 3 Pass it from behind the rope
- 4 Pull to tighten
- 5 The knot is complete

101KNOTS

### Figure 8 on a Bight Instructions

- 1 Make a loop with a bight of rope
- 2 Pass the end through the loop
- 3 Pull both ends to tighten
- 4 The completed knot forms a loop

101KNOTS

### Highwayman's Hitch Instructions

- 1 Take a bight of rope behind the support
- 2 Pass another bight through it
- 3 It would look like this
- 4 Pass another bight through the loop
- 5 Pull the top loop and the standing part
- 6 The knot is complete

101KNOTS

1. Tail end goes over the top of the bar
2. Make sure the loop is big enough to fit
3. As the loop slips, it will encircle the bar
4. Although the knot is not complete, as the loop slips, it will encircle the bar
5. Loop is slipped off the bar and the knot is tight
6. Make sure the knot is tight. End / your tail end for QUICK RELEASES

Follow this sequence

- 1.
- 2.
- 3.

### How to Tie a Bowline on a Bight

- 1 Form a loop by passing the end of a bight over the standing part
- 2 Pull it out through the loop thus formed
- 3 Open up the bight and bring it round the entire knot
- 4 Continue to bring it up till it encircles the standing ends
- 5 Hold the standing part and pull the loop downwards to tighten

101KNOTS

### Taut Line Hitch Instructions

- 1 Loop around the support and wrap the end around the standing part
- 2 Wrap it once more and bring it out of the loop
- 3 Wrap it again
- 4 Hold and pull to tighten
- 5 Slide to adjust the tension

101KNOTS



# FOOD STALLS

Each club may serve vegetarian food for lunch to be sold to those attending the Fair. We would encourage stalls to work toward the Fair theme in decoration and attire of helpers. We suggest that costumes, tents, decoration, and vegetarian food names are used to create the right “flavour”.

Vegetarian food may be prepared during the morning but is not to be sold until **11.30am**. Lunch commences officially at 12.00pm. It is recommended that church helpers prepare the vegetarian food, but where possible involve responsible Pathfinders in the serving and selling. Be prepared to provide paper plates, cups, plastic forks etc, if your vegetarian food requires such.

Health requirements state that all food be covered until served. Paper or plastic tablecloths cover your trestle. Food handlers must wear gloves. Hot food must be kept above 60<sup>o</sup>C. Cook food thoroughly. Keep utensils clean. Separate raw and cooked food.

Check the list of suggested vegetarian foods below and list your selections on the application form. You can **only choose two from this list** excluding the selling of drinks. You may of course add one or two of your own that is not listed. If someone else has your first choice/ priority, we will notify you as soon as we receive your application and ask you to prepare your second or third choice/priorities.

First in best dressed!

Please respect this so that everyone can make some money.

Veggie burgers	Roti and Vegetarian* Curry
Vegetarian Soup	Vegetarian* Curry and Rice
Cakes/Cupcakes/Muffins	Vegetarian Noodles
Biscuits/Slices	Sandwiches
Drinks/Milkshakes	Fresh Fruit
Fruit Salad	Frozen Cups
Popcorn/Potato Chips	Ice cream
Pizzas	Pasta
Haystacks	Salad Bar
Vegetarian* Hot Dogs	Hot Chips
Picklelets /Pancakes	Pupusas
Drinks	Churros
Nachos	Vegetarian* Pluto Pups
Vegetarian* Samosas	ANZAC biscuits
Vegetarian* Pies	Vegetarian* Hot Island food
Ice Blocks	Falafel
Fruit Kebabs	Sweet Pies
Vegetarian* Fried Rice	Donuts
Fijian Desert – Vakalolo	Corn on a Cob
Other Vegetarian Food	Eggs

# FOOD STALLS

Food sold should conform to Adventist food standards; only **Vegetarian\* food** to be offered for sale. These are food stalls and only vegetarian food items may be sold.

The position of the stalls will be allocated and you will be able to sell food items produced/ provided by your club for a two hour period from 11.30am to 1.30pm. ***If you do not let us know in advance that you are planning a food stall, you will not be allocated a space in the food stall area.***

The purpose of the stalls is to provide funds for the club. We are restricting the number of types of vegetarian food that is sold so that everyone can have a chance of making some money. **YOU CAN ONLY SELL THE FOOD THAT YOU HAVE BEEN ALLOCATED FROM THE LIST ABOVE.** All stalls can sell drinks and other vegetarian food that is not listed. The stalls should be in keeping with the Fair atmosphere.

**NO POWER WILL BE SUPPLIED;** you will need to provide your own generator. Due to the noise factor generators are to be placed remote from the stalls. Bring along extension leads if you need power. Extension cords **MUST** have a **CURRENT** tag attached or we will ask you to roll it up. Portable Gas is more acceptable (but note requirements for fire extinguishers).

We will have a team who will organize the location and function of the stalls. Please respect them as they are responsible for creating a small village.

**Food stalls will be inspected** & marked for the Pathfinder Fair Points.

\*Definition for vegetarian food. It is easiest by saying what is not vegetarian food. **NO meat, chicken, fish, tuna, prawns or any food that has had a life and has been killed for people to eat.**

Vegetarian food is all the garden foods and fruit tree food that are grown. It will also include Lactose foods such as cheese, milk and other dairy products that come from cows or goats.

## SIZE OF STALL

Due to the restriction of space for selling food we can have NO STALL THAT IS GREATER THAN 4M wide (Shop front). Lengths of shops will not exceed 6m long. Please avoid embarrassment by having a larger tent or tarp. Thank you for cooperating with us.

## CAR & TRAILER 'ON SITE'

Only allowed ONE vehicle & trailer on site. This must be parked behind your club tent. It must **stay there for the whole time** of the Fair. Please load everything into the vehicle and trailer.

NO vehicles will be moving when the Pathfinder Fair is operating, and this includes set up and pack up. For access, contact the Parking Team.

**FOOD/CLUB SHELTER ROPES AND PEGS** All of the ropes that are used to secure the shelter/Gazebos to the pegs must have a red tape attached to them so that people can identify them. The pegs also need to be identified in the same manner so no one will trip over them. It's always better to use Gazebo Weights to hold down structures to avoid the need for pegs.

# APPLICATION FORM

Name of Club: \_\_\_\_\_

Club Director: \_\_\_\_\_

Contact Details: Phone/Mobile \_\_\_\_\_ Email: \_\_\_\_\_

Approximate number attending the Fair: \_\_\_\_\_

Our club will use:  Traditional Uniform  Polo Uniform

Number of Pathfinders Registered at the beginning of 2024: \_\_\_\_\_

Teams will be entered in the following events: (State the number of teams your Pathfinder Club is entering in each event)

- |                             |       |                         |       |
|-----------------------------|-------|-------------------------|-------|
| 1. This is the way          | _____ | 5. Help is on ...       | _____ |
| 2. Kingdom Builders         | _____ | 6. Food fit for the ... | _____ |
| 3. Kingdom Bible Experience | _____ | 7. Gospel Sail          | _____ |
| 4. Command me to...         | _____ |                         |       |

Name of Activity Stewards – one for each team you enter in an event.

\_\_\_\_\_  
\_\_\_\_\_

We plan to set up a vegetarian food stall: Yes / No

Food items we would like to sell: (Remember you can only choose TWO from the list) Plus drinks.

First Choice \_\_\_\_\_

Second Choice \_\_\_\_\_

Backup Choice \_\_\_\_\_

We will present, serve & handle the food in a safe manner as outlined by the Food Health Authority in NSW. We will cook the food thoroughly and keep my hands clean by using gloves. I will also only have vegetarian food available.

Name: \_\_\_\_\_ Position: \_\_\_\_\_ Mobile: \_\_\_\_\_

Signature \_\_\_\_\_ Date \_\_\_\_\_ Email \_\_\_\_\_

**Application Deadline: 26th April 2024**

Please complete and Return to: Jacinda Ralph (jacindaralph@adventist.org.au)



Seventh-day  
Adventist Church™

*Greater Sydney*