



NORTHERN CONFERENCE OF SOUTH AFRICA
ADVENTURER & PATHFINDER FAIR 2026

ADVENTURER SCORE SHEETS

WORK TOGETHER • THINK FAST • COMPLETE THE BIG PICTURE!

ADVENTURER ACTIVITIES

- ☐ Balloon Race
- ☐ Egg & Spoon Race
- ☐ Water Transfer Race
- ☐ Sack Race
- ☐ Giant Puzzle Challenge
- ☐ Obstacle Course
- ☐ Tug of War

TEAMWORK, CARE AND FOCUS LEAD TO SUCCESS!
STRONGER TOGETHER, RAISING HIGH IN SERVICE!



NORTHERN CONFERENCE OF SOUTH AFRICA

ADVENTURER & PATHFINDER FAIR 2026

BALLOON RACE SCORE SHEET

DATE: _____

JUDGE: _____

TEAM / CLUB NAME	TEAM MEMBERS (2)	TIME TO FINISH (mm:ss)	PENALTY (if applicable)	SCORE (Out of 50)
1.				
2.				
3.				
4.				
5.				

SCORING – 50 POINTS

- Fastest team to finish the race without dropping or bursting the balloon.
- 50 points awarded to the winning team.
- Time or order of finish will be used.
- If the balloon bursts or drops, a 5-second penalty will be added each time.

NOTES:

HIGHEST SCORE: _____



NORTHERN CONFERENCE OF SOUTH AFRICA

ADVENTURER & PATHFINDER FAIR 2026

EGG & SPOON RACE SCORE SHEET

DATE: _____

JUDGE: _____

TEAM / CLUB NAME	TEAM MEMBERS (2)	TIME / ORDER OF FINISH	PENALTY (5 sec each)	SCORE (Out of 50)
1.				
2.				
3.				
4.				
5.				

SCORING – 50 POINTS

- Fastest team to finish the race with the egg intact.
- 50 points awarded to the winning team.
- Time or order of finish will be used.
- If the egg falls off the spoon, return to the drop spot, replace the egg, and continue.
- 5-second penalty added each time the egg falls off the spoon.

NOTES:

HIGHEST SCORE: _____



NORTHERN CONFERENCE OF SOUTH AFRICA

ADVENTURER & PATHFINDER FAIR 2026

WATER TRANSPORT RACE SCORE SHEET

DATE: _____

JUDGE: _____

TEAM / CLUB NAME	TEAM MEMBERS (4)	TIME / ORDER OF FINISH	PENALTY (5 sec each)	SCORE (Out of 50)
1.				
2.				
3.				
4.				
5.				

SCORING – 50 POINTS

- Fastest team to fill their bucket to the marked line.
- 50 points awarded to the winning team.
- Time or order of finish will be used.
- If water is spilled, the team must continue.
- **5-second penalty added for each outside assist or rule violation.**

NOTES:

HIGHEST SCORE: _____



NORTHERN CONFERENCE OF SOUTH AFRICA

ADVENTURER & PATHFINDER FAIR 2026

SACK RACE SCORE SHEET

DATE: _____

JUDGE: _____

TEAM / CLUB NAME	TEAM MEMBERS (4)	INDIVIDUAL TIMES (mm:ss)				TOTAL TIME (mm:ss)	PENALTY (5 sec each)	SCORE (Out of 50)
		1	2	3	4			
1.								
2.								
3.								
4.								
5.								

SCORING – 50 POINTS

- Fastest team to complete the race wins.
- 50 points awarded to the winning team.
- Total time of all 4 team members will be used.
- If a participant falls, they must get up and continue.
- If a participant steps out of the sack, they must go back to the last spot.
- 5-second penalty added for each rule violation.

NOTES:

HIGHEST SCORE: _____



NORTHERN CONFERENCE OF SOUTH AFRICA

ADVENTURER & PATHFINDER FAIR 2026

GIANT PUZZLE CHALLENGE SCORE SHEET

DATE: _____

JUDGE: _____

TEAM / CLUB NAME	TEAM MEMBERS (4)	TIME / ORDER OF FINISH (mm:ss)	PENALTY (5 sec each)	FINAL TIME (mm:ss)	SCORE (Out of 50)
1.					
2.					
3.					
4.					
5.					

SCORING – 50 POINTS

- Fastest team to correctly complete the puzzle wins.
- 50 points awarded to the winning team.
- Time or order of finish will be used.
- If the puzzle is not completely correct, the time will not stop until it is fixed.
- **5-second penalty added for each missing or incorrectly placed piece.**

NOTES:

HIGHEST SCORE: _____



NORTHERN CONFERENCE OF SOUTH AFRICA

ADVENTURER & PATHFINDER FAIR 2026

OBSTACLE COURSE SCORE SHEET

DATE: _____

JUDGE: _____

TEAM / CLUB NAME	TEAM MEMBERS (4)	TIME OF MEMBER				PENALTY (5 sec each)	TOTAL TIME (mm:ss)	SCORE (Out of 50)
		1 (mm:ss)	2 (mm:ss)	3 (mm:ss)	4 (mm:ss)			
1.								
2.								
3.								
4.								
5.								

SCORING – 50 POINTS

- Fastest team to complete the course wins.
- 50 points awarded to the winning team.
- Total time of all 4 team members will be used.
- If an obstacle is skipped or not completed correctly, a 5-second penalty will be added for each infraction.

OBSTACLE COURSE ORDER

1. Hurdle
2. Crawl
3. Tyres
4. Balance Beam
5. Tunnel
6. Low Bar
7. Plank

NOTES:

HIGHEST SCORE: _____



NORTHERN CONFERENCE OF SOUTH AFRICA

ADVENTURER & PATHFINDER FAIR 2026

TUG OF WAR SCORE SHEET

DATE: _____

JUDGE: _____

TEAM / CLUB NAME	TEAM MEMBERS (8) (4 pullers + 4 reserves)	ROUND 1 W / L	ROUND 2 W / L	ROUND 3 W / L	MATCH (2 out of 3)	POINTS	PENALTY (5 pts each)	SCORE (Out of 50)
1.								
2.								
3.								
4.								
5.								

SCORING – 50 POINTS

- Winning the match (2 out of 3 rounds) = 50 points.
- Losing the match = 0 points.
- Time limit per round: 90 seconds.
If no winner within time limit, judges may decide the winner based on control of the center marker.
- Points may be deducted for rule violations.
- **5-point penalty deducted for each rule infraction.**

HOW THE MATCH WORKS

1. Teams line up on opposite sides of the center line.
2. Each team holds the rope firmly.
3. On the signal, pull the rope together as a team.
4. The first team to pull the center marker across the opposing team's line wins the round.
5. Best of 3 rounds.
6. Teams switch sides after each round.
7. The team that wins 2 out of 3 rounds wins the match.

IMPORTANT NOTES

- Only registered team members may participate.
- Pull only when the signal is given.
- Do not wrap the rope around your hands or body.
- Do not sit or lie down while pulling.
- Do not step over the center line.
- No jerking, yanking or unsafe pulls.
- Respect the officials' decisions.
- Unsportsmanlike conduct will result in penalties or disqualification.

NOTES:

HIGHEST SCORE: _____



NORTHERN CONFERENCE OF SOUTH AFRICA
ADVENTURER & PATHFINDER FAIR 2026

NOTES

FOR THE JUDGES

TEAMWORK, CARE AND FOCUS LEAD TO SUCCESS!
STRONGER TOGETHER, RAISING HIGH IN SERVICE!



NORTHERN CONFERENCE OF SOUTH AFRICA
ADVENTURER & PATHFINDER FAIR 2026

NOTES

FOR THE JUDGES

TEAMWORK, CARE AND FOCUS LEAD TO SUCCESS!
STRONGER TOGETHER, RAISING HIGH IN SERVICE!



NORTHERN CONFERENCE OF SOUTH AFRICA
ADVENTURER & PATHFINDER FAIR 2026

NOTES

FOR THE JUDGES

TEAMWORK, CARE AND FOCUS LEAD TO SUCCESS!
STRONGER TOGETHER, RAISING HIGH IN SERVICE!



NORTHERN CONFERENCE OF SOUTH AFRICA
ADVENTURER & PATHFINDER FAIR 2026

NOTES

FOR THE JUDGES

TEAMWORK, CARE AND FOCUS LEAD TO SUCCESS!
STRONGER TOGETHER, RAISING HIGH IN SERVICE!