



NORTHERN CONFERENCE OF SOUTH AFRICA
ADVENTURER & PATHFINDER FAIR 2026

PATHFINDER SCORE SHEETS

WORK TOGETHER • THINK FAST • COMPLETE THE BIG PICTURE!

PATHFINDER ACTIVITIES

- ☐ Semaphore Relay
- ☐ Flagpole Raising
- ☐ First Aid Relay
- ☐ Egg Toss
- ☐ 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

SEMAPHORE SCORE SHEET

DATE: _____

JUDGE: _____

TEAM / CLUB NAME	TEAM MEMBERS (2) (Sender / Receiver)	ROUND SCORES (10 POINTS EACH)					TIME BONUS (0-10 PTS)	PENALTY (-)	TOTAL SCORE (OUT OF 50)
		ROUND 1	ROUND 2	ROUND 3	ROUND 4	ROUND 5			
1.									
2.									
3.									
4.									
5.									

SCORING – 50 POINTS

- Each correct message = up to 10 points (5 messages total).
- Speed bonus: Deduct time from maximum time (see below).
- Correct flag positions and timing will be considered.
- Total possible points = 50 (40 points for accuracy + 10 points for time bonus).
- **5-point penalty deducted for each rule infraction.**

HOW TO PLAY

1. Teams line up behind the start line.
2. The sender receives a message card from the judge.
3. On the signal, the sender transmits the message to the receiver using semaphore.
4. The receiver decodes the message and writes it down.
5. When the message is received, the receiver raises a hand.
6. The judge checks the answer.
7. The team with the highest score wins.

IMPORTANT RULES

- Only semaphore flags may be used to send messages.
- Flags must be held steady in the correct position.
- No speaking, mouthing, or gestures.
- Receiver must remain in the marked area.
- Messages must be sent and received in order.
- Wait for the judge's signal to start and stop.

TIPS FOR SUCCESS

- Learn and practice the semaphore alphabet.
- Keep your arms straight and movements sharp.
- Move smoothly and confidently between positions.
- Communicate with your partner during practice.
- Stay focused and check your work.

TIME BONUS CALCULATION

Maximum time per round: 2 minutes
Fastest correct time in each round earns up to 2 bonus points per round.

PENALTIES

- Incorrect flag position: -5 points
- Out of sequence message: -5 points
- Unsportsmanlike conduct: -5 points

JUDGE'S COMMENTS

PRACTICE TODAY, COMMUNICATE TOMORROW!

Clear signals, strong focus and teamwork lead to success!



NORTHERN CONFERENCE OF SOUTH AFRICA

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FLAG POLE RAISING SCORE SHEET

DATE: _____

JUDGE: _____

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

SCORING – 50 POINTS

- Fastest team to correctly raise the flag to the top and secure it wins.
- 50 points awarded to the winning team.
- Time or order of finish will be used.
- If the flag is not correctly raised or secured, the time will not stop until it is fixed.
- **5-second penalty added for each rule infraction.**

HOW TO PLAY

1. Teams line up behind the start line.
2. On the signal, the raiser runs to the flag pole.
3. The assistant follows with the flag and rope.
4. The assistant hands the flag and rope to the raiser.
5. The raiser raises the flag to the top of the pole.
6. The raiser secures the flag to the top.
7. Both team members return to the start line.
8. The first team to complete the task correctly wins.

IMPORTANT RULES

- Only the assigned team members may participate.
- The flag must reach the top of the pole.
- The flag must be tied securely.
- Do not climb the pole.
- Do not drop the flag or rope.
- No pushing, pulling or interfering with other teams.
- Team members must work together.
- Wait for the judge's signal to start.

TIPS FOR SUCCESS

- Practice the rope knot used to secure the flag.
- Communicate and plan your roles.
- Keep the rope tangle-free.
- Move quickly but stay controlled.
- Check that the flag is secure.
- Encourage and support each other.
- Stay focused from start to finish.

PENALTIES (5 SECONDS EACH)

- Flag does not reach the top
- Flag not secured properly
- Dropping the flag or rope
- Wrong knot or loose knot
- Climbing the pole
- Interfering with other teams
- Other rule violations (at judge's discretion)

TIME CALCULATION

Time starts at the judge's signal.
Time stops when both team members cross the start line again after securing the flag.
Lowest total time wins.

JUDGE'S COMMENTS

NOTES



NORTHERN CONFERENCE OF SOUTH AFRICA

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FIRST AID RELAY SCORE SHEET

DATE: _____

JUDGE: _____

WORK TOGETHER. ACT QUICKLY. SAVE A LIFE.

Your team will complete four first aid stations in order. Read the instructions before starting.
Do your best at each station. Safety, teamwork and correct techniques will earn the highest score!

TEAM / CLUB NAME	STATION 1 ASSESS & CARE (10 points)	STATION 2 LEG SPLINT (10 points)	STATION 3 ARM SLING & HEAD BANDAGE (10 points)	STATION 4 STRETCHER & TRANSPORT (10 points)	TIME BONUS (0–10 pts)	PENALTIES (–)	TOTAL SCORE (OUT OF 50)
1.							
2.							
3.							
4.							
5.							

SCORING – 50 POINTS

- Each station is scored out of 10 points for technique, safety and teamwork.
- Time bonus: Fastest team earns up to 10 bonus points.
- Penalties are deducted for mistakes or rule violations.
- Total possible points = 50 (40 points for stations + 10 points for time bonus).
- Lowest total time wins in case of a tie.

STATION 1: ASSESS & CARE (10 POINTS)

- Check the scene for safety.
- Check the patient's response.
- Check for normal breathing.
- Check for bleeding and control it.
- Check for other injuries.
- Keep the patient calm and reassure him.

STATION 2: LEG SPLINT (10 POINTS)

- Check the injured leg.
- Pad the leg.
- Apply a splint using poles and lashings or bandages.
- Secure the splint.
- Check circulation.

STATION 3: ARM SLING & HEAD BANDAGE (10 POINTS)

- Support the injured arm with a sling.
- Secure the sling.
- Clean the head wound (if needed).
- Apply a head bandage.
- Check comfort.

STATION 4: STRETCHER & TRANSPORT (10 POINTS)

- Build a stretcher using poles and lashings.
- Place the patient gently on the stretcher.
- Secure the patient.
- Carry the patient as a team to the finish line.

TIME BONUS CALCULATION (0 – 10 POINTS)

PLACE (BASED ON TOTAL TIME)	BONUS POINTS
1st place (Fastest time)	10 points
2nd place	8 points
3rd place	6 points
4th place	4 points
5th place	2 points
6th place or more	0 points

PENALTIES (DEDUCT POINTS)

Incorrect treatment / bandaging	2 pts each
Loose or unsafe splint / sling	2 pts each
Poor lashing / stretcher not stable	2 pts each
Patient not carried on stretcher	5 pts
Skipping a station	5 pts
Unsafe behavior / rough handling	5 pts
Other rule violations (at judge's discretion)	2–5 pts

Penalties are deducted from the total score.

JUDGE'S COMMENTS

STRONGER TOGETHER, RAISING HIGH IN SERVICE!



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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: _____



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TUG OF WAR SCORE SHEET

DATE: _____

JUDGE: _____

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

- 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.

TIME LIMIT

Each round has a time limit of 90 seconds.
If no winner within the time limit, judges may decide the winner based on control of the center marker.

PENALTIES (DEDUCT POINTS)

- False start 5 points
- Foot over the center line 5 points
- Unsportsmanlike conduct 5 points
- Other rule violations (at judge's discretion) 5 points

Penalties are deducted from the total score.

JUDGE'S COMMENTS

TEAMWORK, STRENGTH AND FAIR PLAY LEAD TO VICTORY!



NOTES

FOR THE JUDGES

This image shows a single sheet of white paper with horizontal ruling lines. The lines are evenly spaced and run across the width of the page. There are no margins, text, or other markings on the paper.

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