



NORTHERN CONFERENCE OF SOUTH AFRICA

# ADVENTURER & PATHFINDER FAIR

OFFICIAL BOOKLET



— SPEAK, LORD! WE ARE LISTENING —

1 SAMUEL 3:9





WELCOME FROM THE YOUTH DIRECTOR

# WELCOME



**Dear Adventurers, Pathfinders, Master Guides, Leaders,  
Parents, and Friends,**

It is my pleasure to welcome you to the 2026 Northern Conference of South Africa Adventurer & Pathfinder Fair.

This Fair celebrates the growth, skills, character, and faith that have been nurtured throughout the year. It is an opportunity for our clubs to demonstrate teamwork, discipline, creativity, service, and Christian leadership in an environment that encourages learning and excellence.

As we gather under the theme "Speak, Lord! We Are Listening" (1 Samuel 3:9), may each activity remind us that God still calls young people to know Him, serve others, and lead with courage and humility.

Thank you to every club, leader, volunteer, judge, and parent for your commitment to Adventurer and Pathfinder Ministries. Your dedication continues to shape young lives for God's kingdom.

May this Fair inspire us all to **Listen. Learn. Lead.** – **Pr. John**

*Congratulations, Adventurers and Pathfinders! I am so proud of all your hard work. Just like young Samuel in 1 Samuel 3:9, remember to always keep your ears open to God's voice. Have fun every day, and always be ready to say, 'Speak, Lord, for your servant is listening!'* – **Pr. Hloni**

*Warmest congratulations to all our Adventurers and Pathfinders! This Fair is a wonderful opportunity to celebrate your growth, talents, and dedication. As you embrace this year's theme, "Speak, Lord! We Are Listening," may you develop hearts that are attentive to God's calling and lives that reflect His love. Continue to be faithful, courageous, and willing to serve, knowing that God has a special purpose for each of you. May He richly bless your journey with Him.* — **Pr. Johnny**





# FAIR MESSAGES

**AYANDA NOMATYE** (Deputy Chairperson Junior Youth)

*Dear Adventurers and Pathfinders,*

Welcome to the Adventurer and Pathfinder Fair, where friendships grow, laughter fills the air and every new day brings another adventure. I hope you brought your courage, curiosity and brightest smile. May every activity draw you closer to one another and to Jesus.

May this be more than a Fair for you, may it be an opportunity to learn, serve and grow. May you return home with dusty shoes, joyful memories and hearts burning brighter for Christ.

Welcome, your adventure begins now!

**Best Wishes,**

**ANTONETTE POLLARD** (Deputy Chairperson Junior Youth)

*Dear Adventurers and Pathfinders,*

You are incredible young ones. Your dedication, passion, creativity, and your wonderful teamwork do not go unnoticed. Just as Paul charged Timothy before our Lord Jesus Christ, I would like to charge you as well to preach the gospel, be Christ's representatives and shine your lights wherever you are.

This year's theme, "Speak Lord, we are Listening," takes us back to young Samuel. He was a child when God called him in the middle of the night —just like you! God doesn't wait until we are older to speak to us. He speaks to you every day through His Word, through nature, and through the beautiful talents you have shared with us.

Be brave, keep learning, pray every day, and always be ready to say, "Lord, I am listening".

**MANDLA KESWA** (Vice-Chairperson - Pathfinders)

*Dear Pathfinders,*

As you continue your journey of Faith, Leadership and service, remember that God has called each of you for a special purpose.

Stay courageous, stay committed, and never underestimate the impact you can make in your families, communities and churches. Like the Pathfinder pledge reminds us, strive to keep the morning watch, do your honest part, care for your body, be a servant of God and humanity.

The future belongs to young people who trust God and walk faithfully in His path.

The Northern Conference of South Africa is proud of you and the positive example you set.

*"Let no one despise your youth, but be an example to the believers in word, in conduct, in love, in spirit, in Faith, in purity." 1 Tim 4:12*

**ODELIA VAN WYK** (Vice-Chairperson - Adventurers)

*To our Amazing Adventurers*

Congratulations! What a joy it is to see you today dressed in your uniform, smiling, and ready to show what God has taught you.

Every badge you earned, every verse you memorized, every craft you made, and every song you sang tells a story. It tells the story of little hands learning to work, little hearts learning to love, and little feet learning to follow Jesus.

You are not too small to make a big difference. God chose you for such a time as this. Whether you are a Little Lamb, Early Bird, Busy Bee, Sunbeam, Builder, or Helping Hand — remember that you are part of God's special team.

The Bible says:

*"Let no one look down on you because you are young, but set an example in speech, in conduct, in love, in faith and in purity." 1 Timothy 4:12*

To our parents, thank you for teaching and walking with your Adventurer/s.

To our Directors and Counselors, thank you for pouring into these young lives.

Keep learning, keep growing, and keep serving.

*We love you, we believe in you, and we celebrate you today!*





## THEME

# Speak, Lord! We Are Listening



*"Speak, Lord, for Your servant is listening." — 1 Samuel 3:9*

God continues to call young people to know Him, trust Him, and serve Him. Like Samuel, we are invited to develop hearts that are willing to listen and lives that are ready to obey.

The 2026 Adventurer & Pathfinder Fair reminds us that every class, honour, activity, drill, camp, and act of service is part of our journey of discipleship. As we learn new skills and work together, we also grow in faith, character, and leadership.

**Our theme is built on three simple commitments:**



**Listen** — Hear God's voice through His Word and the guidance of His Spirit.



**Learn** — Develop the knowledge, skills, and character that prepare us for faithful service.



**Lead** — Use our gifts to serve others with integrity, compassion, and Christ-like leadership.

May this Fair encourage every Adventurer, Pathfinder, and leader to answer God's call with the same willingness as Samuel:

**"Speak, Lord! We are listening."**





# VISION AND PURPOSE OF THE FAIR

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## VISION

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The Northern Conference Adventurer & Pathfinder Fair exists to develop young disciples who are grounded in Christ, equipped for service, and committed to Christian leadership. Through meaningful activities and shared experiences, the Fair seeks to strengthen every club while building a culture of faith, excellence, and teamwork.

## PURPOSE OF THE FAIR

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The Adventurer & Pathfinder Fair is more than a day of activities—it is a ministry experience where clubs celebrate the growth and learning that has taken place throughout the year.

### The Fair aims to:

- Strengthen the spiritual, physical, mental, and social development of Adventurers and Pathfinders.
- Encourage clubs to maintain high standards in training, discipline, and teamwork.
- Provide opportunities to demonstrate practical skills in a positive learning environment.
- Build friendships and fellowship between clubs across the Northern Conference.
- Recognise effort, preparation, and continuous improvement.
- Inspire young people to live lives of service and Christ-centred leadership.

## OUR COMMITMENT

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The Fair is not about identifying the best club—it is about helping every club become better.

Every activity is designed to encourage learning, cooperation, perseverance, and Christian character. Success is measured not only by performance, but also by attitude, integrity, respect, and a willingness to grow.

As we gather under the theme **“Speak, Lord! We Are Listening,”** may every participant leave inspired to listen to God’s voice, learn with enthusiasm, and lead with humility.





# FAIR PROGRAMME

## 2026 Adventurer & Pathfinder Fair



| TIME  | PROGRAMME                                                                                       | VENUE                                                         | UNIFORM |
|-------|-------------------------------------------------------------------------------------------------|---------------------------------------------------------------|---------|
| 09:00 | <b>Clubs on Parade &amp; Flag Raising</b><br>Church, Adventurer and Pathfinder Flags            | TBA                                                           | Class A |
| 09:30 | <b>Club Dress Inspection</b>                                                                    | TBA                                                           | Class A |
| 10:45 | <b>Field Activities Begin</b>                                                                   | Children's Centre (Adventurers)<br>Soccer Field (Pathfinders) | Field   |
| 12:30 | <b>Pathfinder Drill Down</b><br>Marching Band Exhibition<br>(Bands to register before the time) | Soccer Field                                                  | Class A |
| 14:30 | <b>Closing Ceremony &amp; Awards</b>                                                            | Soccer Field                                                  | Class A |

### ADVENTURER ACTIVITIES

#### Venue: Children's Centre

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

### PATHFINDER ACTIVITIES

#### Venue: Soccer Field

- Semaphore Relay
- Flagpole Raising
- First Aid Relay
- Egg Toss
- Tug of War

### IMPORTANT NOTES

- All clubs must be assembled and ready before the opening parade.
- Participants must report to their activity venues at the announced times.
- Clubs are expected to demonstrate Christian conduct, teamwork, and respect throughout the Fair.
- Club Directors are responsible for ensuring that participants are correctly dressed for each programme item.
- The Fair Management Team reserves the right to adjust the programme should operational or weather conditions require it.
- \* **Field Uniform:** Unless otherwise specified, clubs should change into their approved field uniform for activities and return to Class A Uniform for the Drill Down and Closing Ceremony.





# GENERAL INFORMATION & GUIDELINES



The following guidelines are intended to ensure that the 2026 Northern Conference Adventurer & Pathfinder Fair is safe, well organised, and enjoyable for everyone. All participants, leaders, parents, volunteers, and visitors are expected to support these standards throughout the day. Adapted from the principles contained in the benchmark Fair manuals and your draft.

## PURPOSE OF THE FAIR

The Adventurer & Pathfinder Fair is a ministry event where clubs demonstrate the skills, knowledge, teamwork, and Christian values they have developed throughout the year. Every activity is designed to encourage learning, participation, and continuous improvement.

## REGISTRATION

- All clubs must register before participating in any activity.
- Clubs must report to the Registration Desk upon arrival.
- Club Directors are responsible for confirming attendance and collecting any event information.

## PARTICIPATION

- All registered Adventurers and Pathfinders are encouraged to participate.
- Clubs may enter multiple teams where an event allows.
- Smaller clubs may use the same participants in different activities where necessary.

## UNIFORM

Class A Uniform must be worn for:

- Opening Parade
- Flag Raising Ceremony
- Club Inspection
- Pathfinder Drill Down
- Closing Ceremony

Field Uniform should be worn during activity events unless otherwise instructed.

## SAFETY

- Safety is everyone's responsibility.
- Follow the instructions of judges, marshals, and safety stewards at all times.
- Use equipment only as intended.
- Unsafe behaviour may result in disqualification from an activity.
- Any injury or emergency must be reported immediately to the First Aid Team.

## SAFETY STEWARDS

Each participating club should provide a Safety Steward for events entered by the club.

Safety Stewards assist by:

- preparing teams before the event;
- supporting judges with safety procedures;
- helping maintain an orderly event environment; and
- ensuring participants remain safe throughout the activity.

## JUDGING

Judges will assess activities according to the published event criteria.

Judging will focus on:

- Correct execution
- Teamwork
- Safety
- Skill demonstration
- Preparation
- Christian attitude

Judges' decisions are final.

## PHOTOGRAPHY

Each club may appoint one official club photographer.

The photographer:

- may enter designated photography areas only;
- must follow the instructions of judges and safety stewards;
- may not interfere with activities or coach participants during an event.

Failure to comply may result in the photographer's accreditation being withdrawn.

## CHRISTIAN CONDUCT

Every participant represents Christ, their local church, and the Northern Conference.

All participants are expected to:

- demonstrate honesty and integrity;
- show respect towards judges, volunteers, and fellow clubs;
- encourage one another in a spirit of Christian fellowship; and
- care for the facilities and environment.

## CARE FOR THE ENVIRONMENT

- Please help keep the venue clean.
- Use the bins provided.
- Dispose of litter responsibly.
- Leave activity areas clean after use.
- Respect the venue and its facilities.

## MEDICAL ASSISTANCE

A First Aid Station will be available throughout the Fair. Any illness, injury, or medical concern should be reported immediately to the nearest official or First Aid personnel.

**First Response:** Clubs to provide their own First Aid Kits and First Aid Personnel

## PROGRAMME CHANGES

The Fair Management Team reserves the right to amend the programme, venues, or activities should operational, safety, or weather conditions require such changes.

## FAIR MOTTO

**Listen. Learn. Lead.**





# ADVENTURER EVENTS



## Adventurer Activity Programme

The Adventurer activities have been designed to provide a fun, safe, and engaging experience that encourages participation, teamwork, problem-solving, and skill development. Every event gives children the opportunity to grow in confidence while demonstrating the values they have learned throughout the Adventurer year. This approach reflects the purpose of the Fair as a ministry that develops character, cooperation, and Christian service.

### GENERAL INFORMATION

All Adventurer activities will take place at the Children's Centre.

Clubs should report to each activity station when directed by the marshals.

Club leaders are responsible for ensuring that participants understand the rules before each event.

Christian conduct, teamwork, and safety are expected at every activity.

Judges will explain the event before the activity begins, and their decisions are final.

### ADVENTURER ACTIVITY SCHEDULE

| Event | Activity               |
|-------|------------------------|
| 1     | Balloon Race           |
| 2     | Egg & Spoon Race       |
| 3     | Water Transfer Race    |
| 4     | Sack Race              |
| 5     | Giant Puzzle Challenge |
| 6     | Obstacle Course        |
| 7     | Tug of War             |

### EVENT FORMAT

Each activity has been designed to encourage:

- Active participation
- Teamwork and cooperation
- Communication
- Problem-solving
- Coordination and physical development
- Good sportsmanship
- Enjoyment in a safe environment

Success is measured not only by completing the activity, but also by demonstrating respect, encouragement, and a positive Christian attitude throughout the event.

### JUDGING CRITERIA

The judging team will assess activities using the published event standards where applicable. Depending on the event, judges may consider:

- Correct completion of the task
- Teamwork
- Communication
- Safety
- Time management
- Accuracy
- Overall participation

### BEFORE EACH EVENT

Every team should ensure that:

Participants are present and ready before being called.

Required equipment is available where applicable.

Leaders remain outside the competition area unless instructed otherwise.

Participants listen carefully to the judges' briefing before the activity begins.

### OUR GOAL

The Adventurer Fair is about celebrating growth rather than simply winning events. Every activity provides an opportunity for children to build friendships, develop confidence, and discover that learning can be both meaningful and enjoyable. As we listen to God's voice and encourage one another, every Adventurer becomes part of an experience that strengthens both character and faith.





# ADVENTURER ACTIVITIES



## 1. BALLOON RACE

A FUN AND EXCITING TEAM RACE THAT TESTS COOPERATION, BALANCE AND SPEED!



### EQUIPMENT NEEDED

- Balloons (1 per team)
- Cones to mark the start and finish lines
- Whistle
- Stopwatch (optional)

### TEAM SIZE

Teams of 2 participants (must work together to complete the race).

### HOW TO PLAY

1. Teams of two participants stand behind the start line.
2. Place the balloon between your bodies (front or side) without using your hands.
3. On the signal, teams race together to the finish line and back.
4. The first team to cross the finish line with the balloon intact wins.

### 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.

### IMPORTANT RULES

- Hands must not touch the balloon at any time.
- The balloon must stay between partners throughout the race.
- If the balloon drops, the team must stop, replace it and continue from that spot.
- If the balloon bursts, the team is disqualified.
- Both team members must cross the finish line together.

### TIPS FOR SUCCESS

- Communicate and move together.
- Keep the balloon steady and balanced.
- Take small, quick steps.
- Stay focused and keep a steady pace.
- Practice together to build teamwork and timing.

### SAFETY RULES

- Do not push or bump other teams.
- Run in your lane and stay within the marked area.
- Watch your surroundings at all times.
- Wear suitable footwear.
- Stop immediately if you feel unwell.

### TEAMWORK, FUN AND FAIR PLAY!

Work together, encourage one another and enjoy the race.  
Every team has the chance to shine!





# ADVENTURER ACTIVITIES

## 2. EGG & SPOON RACE

A CLASSIC RACE THAT TESTS BALANCE, FOCUS AND STEADY HANDS!



### EQUIPMENT NEEDED

- Hard-boiled eggs (1 per team)
- Spoons (1 per team)
- Cones to mark the start and finish lines
- Whistle
- Stopwatch (optional)

### TEAM SIZE

Teams of 2  
6 members in total

### HOW TO PLAY

1. Teams of two participants stand behind the start line.
2. One team member places the egg on the spoon.
3. On the signal, the team member carries the egg on the spoon to the finish line and back.
4. The egg must remain on the spoon at all times.
5. Pass the spoon (with the egg) to your partner behind the start line.
6. The next team member repeats the process.
7. The first team to complete the race with the egg intact wins.

### 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.**

### IMPORTANT RULES

- The egg must remain on the spoon at all times.
- If the egg drops, the team must stop, return to the drop spot, replace it, and continue.
- Do not hold the egg with your hands.
- Both team members must complete the race.
- No throwing or passing of the spoon between teammates.
- Cross the finish line together after the last team member completes the race.

### TIPS FOR SUCCESS

- Keep your eyes forward and your body balanced.
- Hold the spoon steady and level.
- Walk or run at a steady pace.
- Bend your elbow slightly for better control.
- Practice smooth handovers between teammates.

### SAFETY RULES

- Stay in your lane and within the marked area.
- Do not bump or interfere with other teams.
- Watch your surroundings at all times.
- Wear suitable footwear.
- Stop immediately if you feel unwell.

### TEAMWORK, FUN AND FAIR PLAY!

Encourage and support each other.  
Do your best and enjoy the challenge!





# ADVENTURER ACTIVITIES



## 3. WATER TRANSPORT RACE

A FUN AND ACTIVE RACE THAT TESTS TEAMWORK, CAREFUL HANDS AND SPEED!



### EQUIPMENT NEEDED

- Two 5L buckets
- Plastic cup or sponge
- Water

### TEAM SIZE

Teams of 2  
6 members in total

### HOW TO PLAY

1. Teams of two participants stand behind the start line.
2. On the signal, the first team member runs to the water bucket, fills the cup or sponge, and runs back.
3. The water is emptied into the partner's bucket.
4. The first team member returns and hands the cup or sponge to the partner.
5. The partner repeats the process.
6. The team continues transferring water until time is called.
7. The team with the most water in their bucket at the end wins.

### SCORING – 50 POINTS

- Team with the most water in their bucket when time is called is the winner.
- 50 points awarded to the winning team.
- Time or order of finish will be used.
- Spilling excessive water may result in a penalty.
- **5-second penalty added each time.**

### IMPORTANT RULES

- Only the cup or sponge may be used to transfer water.
- Do not carry water in your hands or clothing.
- Do not move the buckets from their positions.
- Both team members must participate.
- No throwing or splashing water.
- Listen to the judges and follow all instructions.

### TIPS FOR SUCCESS

- Work together and communicate.
- Move quickly but carefully.
- Squeeze the sponge outside the bucket.
- Keep transfers steady to avoid spills.
- Encourage your partner and stay focused.

### SAFETY RULES

- Run in your lane and stay within the marked area.
- Do not bump or interfere with other teams.
- Watch your surroundings at all times.
- Wear suitable footwear.
- Stop immediately if you feel unwell.

### TEAMWORK, FUN AND FAIR PLAY!

Encourage and support each other.  
Do your best and enjoy the challenge!





# ADVENTURER ACTIVITIES

## 4. SACK RACE

JUMP, HOP AND RACE YOUR WAY TO VICTORY!



### EQUIPMENT NEEDED

- Sack (1 per participant)
- Cones to mark the start and finish lines
- Whistle
- Stopwatch (optional)

### TEAM SIZE

Teams of 4 participants (each member races individually).  
Lowest total time wins.

### HOW TO PLAY

1. Line up behind the start line inside your sack.
2. On the signal, hop to the finish line while keeping both feet inside the sack.
3. Turn around the cone (if used) at the finish line.
4. Hop back to the start line.
5. Tag the next team member, who then repeats the process.
6. Continue until all team members have completed the race.
7. The team with the lowest total time wins.

### 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.**

### IMPORTANT RULES

- Both feet must stay inside the sack at all times.
- Do not lift the sack above your waist.
- Do not jump or leave the racing lane.
- No pushing, pulling or interfering with other racers.
- Tag the next team member before they start.
- Follow the instructions of the officials at all times.

### TIPS FOR SUCCESS

- Get a good grip on the sack.
- Keep your balance and look forward.
- Use short, steady hops.
- Keep both feet together.
- Encourage your teammates and have fun!

### SAFETY RULES

- Hop in your lane and stay within the marked area.
- Do not push or bump other participants.
- Remove glasses, loose items and sharp objects.
- Watch your footing and other racers.
- Wear suitable footwear in the sack.
- Stop immediately if you feel unwell.

### TEAMWORK, FUN AND FAIR PLAY!

Encourage and support each other.  
Do your best and enjoy the challenge!





## ADVENTURER ACTIVITIES

# 5 GIANT PUZZLE CHALLENGE

WORK TOGETHER, THINK FAST  
AND COMPLETE THE BIG PICTURE!



### EQUIPMENT NEEDED

- Giant puzzle pieces (same number of pieces for all teams)
- Puzzle mat or marked area
- Timer / Stopwatch
- Cones to mark the area
- Whistle

### TEAM SIZE

Teams of 4 participants  
(all members work together to complete the puzzle).

### HOW TO PLAY

- 1 Teams line up behind the start line.
- 2 On the signal, the first team moves to the puzzle area.
- 3 All team members work together to assemble the puzzle as quickly and correctly as possible.
- 4 When the puzzle is complete, raise your hand and call "FINISH!"
- 5 A judge will check the puzzle. If correct, your time is recorded.
- 6 If incorrect, the team must continue until the correct picture is complete.
- 7 The team with the lowest total time wins.

### 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.**

### IMPORTANT RULES

- All team members must be inside the marked area.
- All pieces must be placed flat on the ground.
- Do not take pieces outside the puzzle area.
- Do not interfere with other teams.
- Only team members may touch the puzzle pieces.
- Wait for the judge to confirm completion.

### TIPS FOR SUCCESS

- Look at the picture on the box (if provided) before starting.
- Sort the edge pieces first.
- Communicate and plan your strategy.
- Stay organised – work section by section.
- Encourage each other and have fun!

### SAFETY RULES

- Stay within the marked area at all times.
- Do not push or bump other participants.
- Watch your footing to avoid tripping.
- Keep the area tidy and free of obstacles.
- Stop immediately if you feel unwell.

### TEAMWORK, FUN AND FAIR PLAY!

Work together, encourage one another and enjoy the challenge.  
Every piece counts – and every teammate matters!





# ADVENTURER ACTIVITIES

## 6 OBSTACLE COURSE

SPEED, AGILITY AND TEAMWORK  
GET YOU TO THE FINISH LINE!



### EQUIPMENT NEEDED

- Cones
- Hurdles or low bars
- Tunnel or crawl net
- Balance beam or plank
- Tyres
- Marking tape
- Whistle
- Stopwatch

### TEAM SIZE

Teams of 4 participants  
(all members run the course  
one after another).



### HOW TO PLAY

- 1 Teams line up behind the start line.
- 2 On the signal, the first team member starts the obstacle course.
- 3 Complete all obstacles in order: hurdle – crawl – tyres – balance beam – finish.
- 4 Tag the next team member, who then starts the course.
- 5 Continue until all team members have completed the course.
- 6 The team with the lowest total time wins.



### 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.



### IMPORTANT RULES

- All team members must complete the entire course.
- Obstacles must be completed in the correct order.
- Do not go off the marked course.
- No skipping obstacles.
- Penalties will be added for rule violations.
- Wait for the official's signal to start.
- Follow all instructions from the officials.



### TIPS FOR SUCCESS

- Know the course before you start.
- Move fast, but stay in control.
- Encourage and support your teammates.
- Keep your focus on the next obstacle.
- Practice teamwork in your handovers.



### SAFETY RULES

- Stay within the marked course.
- Do not push or bump other participants.
- Jump and land safely – one at a time on obstacles.
- Wear suitable footwear.
- Watch your footing and surroundings.
- Stop immediately if you feel unwell or injured.



### TEAMWORK, COURAGE AND DETERMINATION!

Work together, support each other,  
and overcome every challenge!  
You've got this!





# ADVENTURER ACTIVITIES

## 7 TUG OF WAR

PULL TOGETHER, STAY STRONG  
AND WIN AS ONE!



### EQUIPMENT NEEDED

- Strong rope (30–36 feet long)
- Center marker (ribbon or cloth)
- Boundary lines
- Whistle
- Flags or cones
- Stopwatch (optional)

### TEAM SIZE

Teams of 8 participants  
(4 pullers + 4 reserves).  
Minimum 6 pullers to start.

### HOW TO PLAY

- 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.

### 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.**

### 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.

### TIPS FOR SUCCESS

- Work together and pull at the same time.
- Keep low and lean back.
- Plant your feet for strong support.
- Hold the rope firmly with both hands.
- Communicate and encourage each other.
- Stay focused and do not give up!

### SAFETY RULES

- Wear closed shoes and proper clothing.
- Keep a safe distance from the rope sides.
- Do not put fingers or thumbs over the rope.
- Listen to the referee at all times.
- Stop immediately if someone gets injured.
- Hydrate and take breaks when needed.



### TEAMWORK BUILDS STRENGTH!

Pull together, support each other,  
and give your best effort!  
When we work as one, we all win!





# PATHFINDER EVENTS

## PATHFINDER ACTIVITY PROGRAMME

The Pathfinder events have been designed to challenge clubs in practical skills, teamwork, leadership, discipline, and communication. Each activity reflects the Pathfinder philosophy of learning by doing, while encouraging participants to demonstrate confidence, responsibility, and Christian character.

More than a competition, these events provide opportunities for clubs to apply the knowledge and skills they have developed throughout the year in a safe, enjoyable, and supportive environment.



### GENERAL INFORMATION

- All Pathfinder activities will take place on the Soccer Field.
- Clubs must report to each activity station when directed by the marshals.
- Team members should be present and ready before the event begins.
- Judges will brief all participants before the start of each activity.
- The decisions of the judges are final.

### PATHFINDER ACTIVITY SCHEDULE

| EVENT | ACTIVITY         |
|-------|------------------|
| 1     | Semaphore Relay  |
| 2     | Flagpole Raising |
| 3     | First Aid Relay  |
| 4     | Egg Toss         |
| 5     | Tug of War       |

### EVENT FORMAT

The Pathfinder activities are designed to develop and assess:

- Practical Pathfinder skills
- Teamwork and cooperation
- Leadership and communication
- Accuracy and problem-solving
- Physical coordination
- Safety awareness
- Christian sportsmanship

### JUDGING CRITERIA

Each activity will be assessed according to the published event rules. Depending on the event, judges may consider:

- Correct execution of the activity
- Accuracy
- Teamwork
- Communication
- Time management
- Safety
- Overall performance

### BEFORE EACH EVENT

To ensure the smooth running of every activity, clubs should:

- Arrive at the activity station before their scheduled turn.
- Listen carefully to the judges' instructions.
- Ensure all required equipment is available where applicable.
- Respect the boundaries of the competition area.
- Await the judges' signal before commencing the event.

### OUR GOAL

The Pathfinder Fair is an opportunity to celebrate growth, leadership, and service. Whether raising a flagpole, communicating through semaphore, working together in Tug of War, or encouraging teammates during the Egg Toss, every activity is an opportunity to develop skills, strengthen friendships, and honour God through teamwork and excellence.

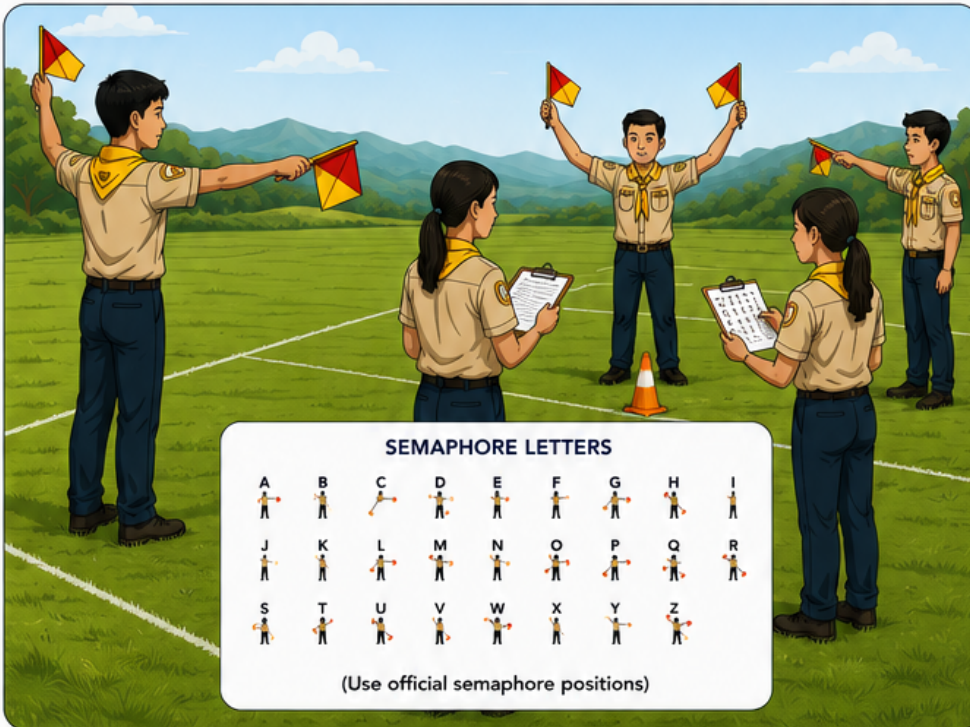




# PATHFINDER ACTIVITIES

## 1 SEMAPHORE

SEND A MESSAGE WITHOUT SPEAKING –  
SEE, SIGNAL, UNDERSTAND!



### EQUIPMENT NEEDED

- 1 Semaphore flag per person (red and yellow)
- Semaphore chart (provided)
- Timer / Stopwatch
- Message cards or code sheets
- Cones or markers
- Whistle (optional)

### TEAM SIZE

Teams of 5 participants  
(2 Senders, 2 Receivers  
and 1 Captain).  
Rotations may be used.

### HOW TO PLAY

- 1 Teams line up behind the start line.
- 2 The captain draws a message card from the judge.
- 3 On the signal, the senders transmit the message to the receivers using semaphore.
- 4 The receivers decode the message and write it down.
- 5 When the message is received, the receivers raise a hand.
- 6 The judge checks the answer.
- 7 The team with the highest score wins.

### SCORING – 50 POINTS

- Each correct message = up to 10 points (5 messages total).
- Speed bonus: Deduct time from maximum time (see score sheet).
- 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.**

### 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.

### SAFETY RULES

- Stay within the marked area at all times.
- Do not swing flags recklessly.
- Keep a safe distance from other teams.
- Watch your surroundings.
- Stop immediately if you feel unwell.

**PRACTICE TODAY, COMMUNICATE TOMORROW!**

Clear signals, strong focus and teamwork  
will lead you to success!





# PATHFINDER ACTIVITIES

# SEMAPHORE

## OFFICIAL SEMAPHORE POSITIONS

### STANDARD FLAG POSITIONS FOR LETTERS, NUMBERS AND SIGNALS

|              |              |              |              |              |              |              |              |              |
|--------------|--------------|--------------|--------------|--------------|--------------|--------------|--------------|--------------|
| <b>A</b><br> | <b>B</b><br> | <b>C</b><br> | <b>D</b><br> | <b>E</b><br> | <b>F</b><br> | <b>G</b><br> | <b>H</b><br> | <b>I</b><br> |
| <b>J</b><br> | <b>K</b><br> | <b>L</b><br> | <b>M</b><br> | <b>N</b><br> | <b>O</b><br> | <b>P</b><br> | <b>Q</b><br> | <b>R</b><br> |
| <b>S</b><br> | <b>T</b><br> | <b>U</b><br> | <b>V</b><br> | <b>W</b><br> | <b>X</b><br> | <b>Y</b><br> | <b>Z</b><br> |              |

|                |              |              |              |              |              |              |              |              |              |
|----------------|--------------|--------------|--------------|--------------|--------------|--------------|--------------|--------------|--------------|
| <b>NUMBERS</b> | <b>1</b><br> | <b>2</b><br> | <b>3</b><br> | <b>4</b><br> | <b>5</b><br> | <b>6</b><br> | <b>7</b><br> | <b>8</b><br> | <b>9</b><br> |
|----------------|--------------|--------------|--------------|--------------|--------------|--------------|--------------|--------------|--------------|

### SPECIAL SIGNALS

|                      |                           |                        |                           |                        |                  |
|----------------------|---------------------------|------------------------|---------------------------|------------------------|------------------|
| <b>ATTENTION</b><br> | <b>NUMBERS FOLLOW</b><br> | <b>WORD FOLLOW</b><br> | <b>ANSWERING SIGN</b><br> | <b>END OF WORD</b><br> | <b>ERROR</b><br> |
|----------------------|---------------------------|------------------------|---------------------------|------------------------|------------------|

#### IMPORTANT NOTES

- Hold the flags firmly and make clear, sharp movements.
- Keep arms straight and flags fully visible.
- Always face the person you are sending the signal to.
- Wait for the correct response before sending the next signal.

#### TIPS FOR SUCCESS

- Practice each position until it becomes natural.
- Use clear and consistent movements.
- Communicate slowly and accurately.
- Work as a team and stay focused.
- Know the meaning of each signal.

#### SAFETY RULES

- Use the flags in a safe, open area.
- Do not point flags at people's faces.
- Stay aware of your surroundings.
- Do not run while signalling.
- Stop immediately if you feel tired.

**CLEAR SIGNALS. STRONG COMMUNICATION.**  
Good signalling helps your team understand  
and succeed together!



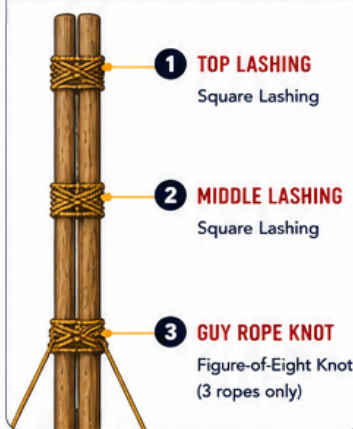


# 2. FLAG POLE RAISING - VARIOUS KNOTS & LASHINGS

STRONG KNOTS. SOLID LASHINGS. PROUDLY RAISED!



## LASHING POINTS (Top to Bottom)



### TIP:

Square lashings are strong, simple and perfect for building stable structures.

## KNOTS TO KNOW



Figure-of-Eight Knot  
(Guy Ropes)



Bowline Knot  
(Anchoring)



Round Turn &  
Two Half Hitches  
(Finishing)

## EQUIPMENT NEEDED

- 3 x Wooden poles (to form 1 flag pole)
- 3 x Ropes (6 – 8 mm)
- 1 x National flag
- 3 x Pegs (30 – 40 cm)
- Mallet
- Measuring tape
- Timer / Stopwatch
- Score sheet & clipboard

## TEAM SIZE

Teams of 4 – 6 Pathfinders.

### Roles:

- Leader
- Knot Specialist
- Lashing Specialist
- Ropemaster
- Flag Handler
- Assistant(s)

## HOW TO PLAY

- 1 Teams report to the start area with all equipment.
- 2 On the judge's signal, teams build the flag pole structure (3 poles lashed together) and set up the guy ropes (3 ropes only).
- 3 Lash the three poles together using square lashings at the top and middle.
- 4 Tie the guy ropes using the correct knots and secure to pegs.
- 5 Raise the flag smoothly, safely and salute.
- 6 Time stops when the flag is fully raised, secured, and the team salutes.
- 7 Judges score based on time, skills, and overall presentation.

## SCORING – 50 POINTS

- **Time Score (20 points)**  
Fastest time earns 20 points.  
Slower times earn proportionally fewer points.
- **Knot & Lashing Accuracy (20 points)**  
Correct knots and lashings used in the right way and place.
- **Teamwork & Coordination (5 points)**  
Good communication and task sharing.
- **Uniform & Presentation (5 points)**  
Class A uniform, neat appearance, smart salute.
- **Total possible points = 50**  
**Penalties (see rules below)**  
will be deducted from total.

## IMPORTANT RULES

- Only the team members may handle the equipment.
- All knots and lashings must be the correct type.
- Poles must be lashed tightly and safely.
- The flag must not touch the ground.
- All members must be in Class A uniform.
- Salute the flag at the start and end of the event.
- Wait for the judge's command to start and stop.

## TIPS FOR SUCCESS

- Practice knots and lashings until you can tie them quickly and correctly.
- Plan your work and talk as a team.
- Keep ropes tidy and out of the way.
- Check stability before raising the flag.
- Work calmly and encourage each other.

## SAFETY RULES

- Do not run while carrying poles.
- Keep a safe distance when raising the flag pole.
- Watch for sharp edges or loose lashings.
- Keep hands clear of rope tension points.
- Ensure the structure is stable before raising the flag.

STRONG FOUNDATION. STRONG TEAM. PROUD FLAG!

Well tied, well built, well done!



## PATHFINDER ACTIVITIES

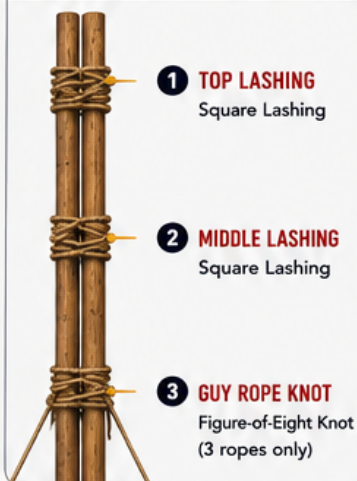
# 2. FLAG POLE RAISING

## – VARIOUS KNOTS & LASHINGS

STRONG KNOTS. SOLID LASHINGS. PROUDLY RAISED!



### LASHING POINTS (Top to Bottom)



### TIP:

Square lashings are strong, simple and perfect for building stable structures.

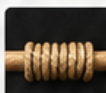
### KNOTS TO KNOW



Figure-of-Eight Knot (Guy Ropes)



Bowline Knot (Anchoring)



Round Turn & Two Half Hitches (Finishing)

### EQUIPMENT NEEDED

- 3 x Wooden poles (to form 1 flag pole)
- 3 x Ropes (6 – 8 mm)
- 1 x National flag
- 3 x Pegs (30 – 40 cm)
- Mallet
- Measuring tape
- Timer / Stopwatch
- Score sheet & clipboard

### TEAM SIZE

Teams of 4 – 6 Pathfinders.

#### Roles:

- Leader
- Knot Specialist
- Lashing Specialist
- Ropemaster
- Flag Handler
- Assistant(s)



### HOW TO PLAY

- 1 Teams report to the start area with all equipment.
- 2 On the judge's signal, teams build the flag pole structure (3 poles lashed together) and set up the guy ropes (3 ropes only).
- 3 Lash the three poles together using square lashings at the top and middle.
- 4 Tie the guy ropes using the correct knots and secure to pegs.
- 5 Raise the flag smoothly, safely and salute.
- 6 Time stops when the flag is fully raised, secured, and the team salutes.
- 7 Judges score based on time, skills, and overall presentation.



### SCORING – 50 POINTS

- **Time Score (20 points)**  
Fastest time earns 20 points.  
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- **Knot & Lashing Accuracy (20 points)**  
Correct knots and lashings used in the right way and place.
- **Teamwork & Coordination (5 points)**  
Good communication and task sharing.
- **Uniform & Presentation (5 points)**  
Class A uniform, neat appearance, smart salute.
- **Total possible points = 50**  
**Penalties (see rules below)**  
will be deducted from total.



### IMPORTANT RULES

- Only the team members may handle the equipment.
- All knots and lashings must be the correct type.
- Poles must be lashed tightly and safely.
- The flag must not touch the ground.
- All members must be in Class A uniform.
- Salute the flag at the start and end of the event.
- Wait for the judge's command to start and stop.



### TIPS FOR SUCCESS

- Practice knots and lashings until you can tie them quickly and correctly.
- Plan your work and talk as a team.
- Keep ropes tidy and out of the way.
- Check stability before raising the flag.
- Work calmly and encourage each other.



### SAFETY RULES

- Do not run while carrying poles.
- Keep a safe distance when raising the flag pole.
- Watch for sharp edges or loose lashings.
- Keep hands clear of rope tension points.
- Ensure the structure is stable before raising the flag.
- Do not climb the structure.

STRONG FOUNDATION. STRONG TEAM. PROUD FLAG!

Well tied, well built, well done!





## PATHFINDER ACTIVITIES

# 3. FIRST AID RELAY

## – CARE, CARRY, SAVE!

**SCENARIO:** A club hiking event. A Pathfinder fell and is injured. The patient hurt his leg, arm and has a bleeding cut on the side of his head. Your team must provide first aid, make a stretcher and carry the patient.

### RELAY STATIONS OVERVIEW

#### 1 ASSESS & CARE



Check responsiveness, check for injuries and control bleeding.

#### 2 LEG SPLINT



Apply a proper leg splint to the injured leg using lashings or bandages.

#### 3 ARM SLING & HEAD BANDAGE



Apply an arm sling and bandage the head wound.

#### 4 STRETCHER & TRANSPORT



Build a stretcher using poles and lashings. Carry the patient to the finish line.

### EQUIPMENT NEEDED

- 2 Wooden poles (1,8 m each, Ø 3–5 cm)
- 2 Wooden poles (1,2 m each, Ø 3–5 cm)
- 3 Ropes (6 m each, Ø 6–8 mm)
- Triangular bandages (2)
- Crepe bandages (3 rolls)
- Sterile gauze pads (4)
- Adhesive tape
- Scissors
- First aid gloves (4 pairs)
- First aid kit (basic)
- Blanket or jacket
- Cones / markers
- Timer / Stopwatch
- Score sheet & clipboard

### TEAM SIZE

- Teams of 4 – 6 Pathfinders.
- Roles (example):
- First Aider (Leader)
  - Splint Specialist
  - Bandage Specialist
  - Stretcher Builder / Carrier(s)

### HOW TO PLAY

- 1 Teams report to the start area.
- 2 On the judge's signal, the team rushes to Station 1 to begin.
- 3 Complete each station in order (1 → 2 → 3 → 4).
- 4 When all tasks are done, the patient is carried across the finish line.
- 5 The judge checks each task and the team stops the timer.
- 6 The team with the highest score wins.

### SCORING – 50 POINTS

- 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 points)  
Fastest safe and correct team.
- Total possible points = 50**  
**Penalties (see rules sheet below) will be deducted from total.**

### IMPORTANT RULES

- Follow the order of the stations.
- All bandages and lashings must be secure but not too tight.
- The patient must be carried on the stretcher at all times after Station 4.
- No running while carrying the patient.
- All members must participate.
- Wait for the judge's signal to start and stop.

### TIPS FOR SUCCESS

- Assign roles before the start.
- Communicate clearly and stay calm.
- Practice knots and lashings often.
- Keep bandages neat and secure.
- Work together and encourage each other.

### SAFETY RULES

- Be gentle with the patient.
- Do not move the injured person's head unless necessary.
- Use safe lifting techniques.
- Watch your steps and the terrain.
- Use gloves when giving first aid.





# PATHFINDER ACTIVITIES

## FIRST AID RELAY

### – CARE, CARRY, SAVE!

**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!

#### 1 ASSESS & CARE (10 POINTS)

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



Check the scene and patient.



Check response and breathing.



Control bleeding with pressure bandage.



Reassure the patient and prepare for treatment.

#### 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.



Check the injured leg.



Pad the leg (knee, ankle and foot).



Place poles along both sides.



Lash or tie securely.



Check circulation (ask the patient).

#### 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.



Place arm in sling position.



Tie the sling securely.



Clean the wound gently.



Apply head bandage.



Check comfort and reassure.

#### 4 STRETCHER & TRANSPORT (10 POINTS)

- Build a stretcher using poles and lashings.
- Place the patient on the stretcher carefully.
- Carry the patient safely to the finish line.



Build stretcher frame using 2 long poles & 2 short poles.



Lash corners securely (Square Lashing).



Add blanket or jacket as bed.



Place patient gently on stretcher.



Carry together to the finish line.

#### TIPS FOR SUCCESS

- Assign roles before the start.
- Communicate clearly and stay calm.
- Practice knots and lashings often.
- Keep bandages neat and secure.
- Work together and encourage each other.

#### SAFETY RULES

- Be gentle with the patient.
- Do not move the injured person's head unless necessary.
- Use safe lifting techniques.
- Watch your steps and the terrain.
- Use gloves when giving first aid.





## PATHFINDER ACTIVITIES

# 4. EGG TOSS

**TRUST YOUR PARTNER. HANDLE WITH CARE !**

Teams will toss the egg to one another and catch it by hand without dropping or breaking it.

### ACTIVITY VISUAL GUIDE

#### 1 Ready Up

Stand facing your partner at the marked distance.



#### 2 Toss the Egg

Gently toss the egg underhand to your partner.



#### 3 Catch with Care

Catch the egg carefully using both hands.



#### 4 Switch Roles

Toss it back! Continue for the required number of times.



←----->  
Set Distance  
(5-7 m)

### EQUIPMENT NEEDED

- 1 Egg (per team)
- Cones or markers
- Measuring tape
- Timer / Stopwatch
- Score sheet & clipboard

### TEAM SIZE

Teams of 4 – 6 Pathfinders.  
Pairs within the team toss together. All members participate.

### HOW TO PLAY

- 1 Teams report to the start area with all equipment.
- 2 On the judge's signal, pairs stand at the marked distance facing each other.
- 3 Player A tosses the egg gently underhand to Player B.
- 4 Player B catches the egg carefully with both hands.
- 5 Player B tosses it back to Player A.
- 6 Continue back and forth for the required number of successful tosses within the time limit.
- 7 Each pair counts their own successful catches.
- 8 The judge records the score.
- 9 The team with the highest score wins.

### SCORING – 50 POINTS

- **Successful Catches (30 points)**  
1 point per successful catch.  
Maximum: 30 points
  - **Teamwork & Coordination (10 points)**  
Good communication and smooth tossing.
  - **Egg Safety (10 points)**  
Egg remains uncracked throughout the round.
  - **Time Bonus (0-10 points)**  
Fastest time with highest successful catches.
- Total possible points = 50**  
**Penalties (see score sheet below)**  
**will be deducted from total.**

### IMPORTANT RULES

- Only the materials provided may be used.
- Toss underhand only.
- The egg must be caught with both hands.
- Do not spin or throw the egg.
- Do not step beyond the marked distance.
- No running or unsafe movements.
- If the egg drops or breaks, return to start.
- Wait for the judge's signal to start and stop.

### TIPS FOR SUCCESS

- Practice gentle underhand tosses.
- Focus on good eye contact and timing.
- Communicate clearly with your partner.
- Stay relaxed and steady.
- Encourage each other and have fun!

### SAFETY RULES

- Handle the egg carefully at all times.
- Do not swing the egg.
- Be aware of your surroundings.
- Keep the area clear of obstacles.
- Listen to and follow the judge's instructions.





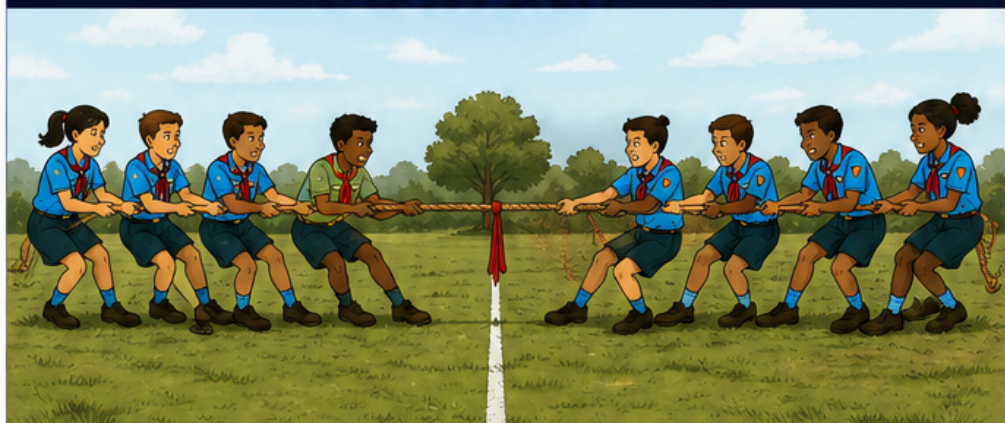
## PATHFINDER ACTIVITIES

# 5. TUG OF WAR

## STRENGTH, UNITY, AND TEAM SPIRIT!

Two teams pull on opposite ends of a rope, each trying to pull the other across the centre line.

### ACTIVITY VISUAL GUIDE



#### 1 Team Formation

Teams line up on opposite sides of the centre line.

#### 2 Grip the Rope

Each team grips the rope firmly.

#### 3 Signal to Begin

Wait for the judge's signal to start.

#### 4 Pull with Unity

Pull together with steady strength and teamwork.

#### 5 Win the Pull

The team that pulls the centre marker across the line wins.

### EQUIPMENT NEEDED

- 1 Long, strong rope
- Centre marker (ribbon or cloth)
- Centre line (chalk or tape)
- Measuring tape
- Timer / Stopwatch
- Score sheet & clipboard

### TEAM SIZE

Teams of 6 – 8 Pathfinders.  
All team members must participate.

### HOW TO PLAY

- 1 Teams assemble at the start area.
- 2 The judge explains the rules and safety instructions.
- 3 Teams take their positions on opposite sides of the centre line.
- 4 Each team grips the rope with both hands.
- 5 At the judge's signal, pull the rope steadily and with unity.
- 6 Pull until the centre marker crosses your opponent's side.
- 7 The judge signals the end of the match.
- 8 The judge records the result.

### SCORING – 50 POINTS

- **Strength & Effort (20 points)**  
Consistent pulling with full effort.
- **Teamwork & Coordination (15 points)**  
Pulling together in unison.
- **Technique & Position (10 points)**  
Correct stance and grip.
- **Fair Play & Sportsmanship (5 points)**  
Respectful attitude and fair play.

**Total possible points = 50**  
**Penalties (see rules below)**  
**will be deducted from total.**

### IMPORTANT RULES

- Only the materials provided may be used.
- Pull on the rope only. No wrapping the rope around body parts.
- No sitting or falling on the ground.
- Do not step over the centre line.
- No aggressive actions or foul play.
- The judge's decision is final.
- Wait for the judge's signal to start and stop.

### TIPS FOR SUCCESS

- Practice together to build strength and timing.
- Keep low, lean back, and dig in your heels.
- Communicate and pull as one team.
- Encourage each other and stay focused.
- Stay hydrated and well-rested.

### SAFETY RULES

- Warm up before the activity.
- Use safe pulling techniques.
- Keep the area clear of obstacles.
- Follow the judge's instructions at all times.
- Stop if anyone gets hurt.





# AWARDS & CLOSING CEREMONY

## CELEBRATING EXCELLENCE AND FAITHFULNESS

The Closing Ceremony marks the conclusion of the 2026 Northern Conference Adventurer & Pathfinder Fair. It is a time to celebrate the commitment, preparation, teamwork, and Christian spirit demonstrated by every club throughout the day.

While awards recognise achievement, the greatest success is reflected in the friendships built, the skills developed, and the growth experienced by every Adventurer, Pathfinder, and leader.

### AWARDS PRESENTATION

Awards will be presented following the completion and verification of all official results.

#### Recognition may include:

- ★ Activity Event Awards
- ★ Drill Competition Awards
- ★ Uniform Inspection Awards
- ★ Overall Club Awards
- ★ Special Recognition Awards (where applicable)

Only the official results verified by the Fair Management Team will be announced.



### AWARD CATEGORIES

Awards may be presented in the following categories:

#### ADVENTURER SECTION



- ★ Activity Event Winners
- ★ Overall Adventurer Club Awards

#### PATHFINDER SECTION



- ★ Activity Event Winners
- ★ Drill Competition Awards
- ★ Uniform Inspection Awards
- ★ Overall Pathfinder Club Awards

### RECOGNITION

The Fair seeks to recognise clubs that demonstrate:

|                   |                          |
|-------------------|--------------------------|
| Preparation       | Christian character      |
| Teamwork          | Respect for others       |
| Leadership        | Commitment to excellence |
| Skill development |                          |



Every participant contributes to the success of the Fair and is encouraged to continue growing in faith, service, and leadership.

### CLOSING CEREMONY

The Closing Ceremony will include:

- Lower of the Flags
- Final announcements
- Recognition of officials, judges, volunteers, and support staff
- Presentation of awards
- Closing remarks
- Prayer of dedication
- Official dismissal of clubs

Clubs are requested to remain assembled until the programme has officially concluded.



### THANK YOU

The Northern Conference Adventist Youth Ministries extends its sincere appreciation to:

- Every Adventurer and Pathfinder
- Club Directors, Deputies, Counsellors, and Instructors
- Parents and guardians
- Pastors and local churches
- Judges and marshals
- Volunteers and support teams
- Medical, safety, and security personnel

Your faithful service, dedication, and commitment have made this Fair possible.



### OUR PRAYER

As you return home, may the lessons learned, friendships formed, and memories created continue to strengthen your walk with Christ. May you remain faithful to His calling, ready to serve wherever He leads.

**“SPEAK, LORD! WE ARE LISTENING.”**

1 SAMUEL 3:9







# SCORING SHEET

## ADVENTURER ACTIVITIES

This scoring sheet is to be used to record points earned by each team for each of the Adventurer activities. Add the points for each activity to find the total score.

| ACTIVITY                         | REQUIREMENTS                                                                                                                                                                                     | POINTS AVAILABLE<br>(50 POINTS) | POINTS EARNED |
|----------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---------------------------------|---------------|
| <b>1. BALLOON RACE</b>           | <ul style="list-style-type: none"><li>Teams race to the finish line</li><li>Balloons must be kept inflated</li><li>First team to cross the finish line wins</li></ul>                            | <b>50</b>                       |               |
| <b>2. EGG &amp; SPOON RACE</b>   | <ul style="list-style-type: none"><li>Teams race to the finish line</li><li>Egg must stay on the spoon</li><li>First team to cross the finish line wins</li></ul>                                | <b>50</b>                       |               |
| <b>3. WATER TRANSPORT RACE</b>   | <ul style="list-style-type: none"><li>Teams transport water from one bucket to another</li><li>Water must be carried using a sponge</li><li>First team to transfer the most water wins</li></ul> | <b>50</b>                       |               |
| <b>4. SACK RACE</b>              | <ul style="list-style-type: none"><li>Teams race to the finish line</li><li>Participants must stay in the sack</li><li>First team to cross the finish line wins</li></ul>                        | <b>50</b>                       |               |
| <b>5. GIANT PUZZLE CHALLENGE</b> | <ul style="list-style-type: none"><li>Teams complete the puzzle</li><li>All pieces must be used</li><li>First team to complete the puzzle wins</li></ul>                                         | <b>50</b>                       |               |
| <b>6. OBSTACLE COURSE</b>        | <ul style="list-style-type: none"><li>Teams complete the obstacle course</li><li>All obstacles must be completed</li><li>Fastest team time wins</li></ul>                                        | <b>50</b>                       |               |
| <b>7. TUG OF WAR</b>             | <ul style="list-style-type: none"><li>Two teams compete in a tug of war</li><li>Pull the rope to the centre line</li><li>First team to pull the other team across the centre line wins</li></ul> | <b>50</b>                       |               |
| <b>TOTAL SCORE</b>               |                                                                                                                                                                                                  | <b>350</b>                      |               |





# SCORING SHEET

## PATHFINDER ACTIVITIES

This scoring sheet is to be used to record points earned by each team for each of the Pathfinder activities. Add the points for each activity to find the total score.

| ACTIVITY                    | REQUIREMENTS                                                                                                                                                                                                                                                                                         | POINTS AVAILABLE<br>(50 POINTS) | POINTS EARNED |
|-----------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---------------------------------|---------------|
| <b>1. SEMAPHORE RELAY</b>   | <ul style="list-style-type: none"><li>Teams send and receive messages accurately using semaphore flags</li><li>Correct flag positions and timing required</li><li>First team to complete all messages correctly wins</li></ul>                                                                       | <b>50</b>                       |               |
| <b>2. FLAG POLE RAISING</b> | <ul style="list-style-type: none"><li>Teams construct and raise the flag poles using correct lashings</li><li>Poles must be stable, secure, and upright</li><li>First team to complete the task correctly wins</li></ul>                                                                             | <b>50</b>                       |               |
| <b>3. FIRST AID RELAY</b>   | <ul style="list-style-type: none"><li>Teams assess the patient and provide correct first aid</li><li>Leg splint, arm sling, and head wound bandage must be applied correctly</li><li>Stretcher must be prepared and patient transported safely</li><li>Fastest and most accurate team wins</li></ul> | <b>50</b>                       |               |
| <b>4. EGG TOSS</b>          | <ul style="list-style-type: none"><li>Teams toss the egg to one another and catch it safely</li><li>Egg must be caught with both hands</li><li>Egg must not be dropped or broken</li><li>Most successful catches in the time limit wins</li></ul>                                                    | <b>50</b>                       |               |
| <b>5. TUG OF WAR</b>        | <ul style="list-style-type: none"><li>Two teams compete in a tug of war</li><li>Pull the rope to the centre line</li><li>First team to pull the other team across the centre line wins</li></ul>                                                                                                     | <b>50</b>                       |               |
| <b>TOTAL SCORE</b>          |                                                                                                                                                                                                                                                                                                      |                                 |               |





# CLUB AWARDS CRITERIA

Awards will be presented based on the standards of excellence, teamwork, integrity and Christian values displayed by clubs throughout the Fair. Judges will use the relevant Score Sheets for each category.

## 1. ACTIVITY EVENTS AWARDS

1<sup>ST</sup> PLACE

2<sup>ND</sup> PLACE

3<sup>RD</sup> PLACE

## 2. DRILL DOWN AWARDS

1<sup>ST</sup> PLACE

2<sup>ND</sup> PLACE

3<sup>RD</sup> PLACE

## 3. MARCHING BAND AWARDS

1<sup>ST</sup> PLACE

2<sup>ND</sup> PLACE

3<sup>RD</sup> PLACE

## 4. UNIFORM INSPECTION AWARDS

1<sup>ST</sup> PLACE

2<sup>ND</sup> PLACE

3<sup>RD</sup> PLACE

## 5. OVERALL CLUB AWARDS

1<sup>ST</sup> PLACE

2<sup>ND</sup> PLACE

3<sup>RD</sup> PLACE

## 6. SPECIAL RECOGNITION AWARDS

1<sup>ST</sup> PLACE

2<sup>ND</sup> PLACE

3<sup>RD</sup> PLACE

**NOTE:** Judges' decisions are final.

Awards will be presented during the Closing Ceremony.





# NOTES





# NOTES





# NOTES





*Thank You!*

To every Adventurer, Pathfinder, leader, volunteer, parent, supporter, and friend—thank you for making the 2026 Northern Conference Adventurer & Pathfinder Fair a wonderful success.

May you continue to  
**LISTEN, LEARN, LEAD, SERVE** and **LOVE**  
as you grow in faith and friendship.

*See you in 2027!*



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